

PRIMA'S OFFICIAL



STRATEGY GUIDE



Unreal[®] II

THE AWAKENING



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Unreal II[®]

THE AWAKENING

PRIMA'S OFFICIAL STRATEGY GUIDE

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Unreal II

THE AWAKENING

Introduction

INCOMING MESSAGE...

From: CIC Terran Colonial Authority
To: Dalton, John—TCA Marshal

Welcome to the ranks of the Terran Colonial Authority, Dalton. You're about to embark on an operation that is more strenuous and challenging than anyone realizes. Luckily, with this training manual in hand, you have the skills necessary to complete the assignment.

Good Luck, Marshal.

WELCOME TO UNREAL II: THE AWAKENING

Stationed on the edge of known space, you are John Dalton, a marshal in the Terran Colonial Authority (TCA). You and the crew of your ship, the *Atlantis*, might have been expecting an easy assignment, but you're in for a surprise. With every mission, you uncover a new piece of an ancient mystery that's got every hostile corporation and species in the quadrant up in arms.

HOW TO USE THIS GUIDE

Prima's Official Strategy Guide to *Unreal II: The Awakening* is divided into two sections for easy reference. The first part introduces you to the basic game concepts, equipment, and characters:

Chapter 2 looks at the basics of getting around in *Unreal II*. The game mechanics and interface are covered, as well as the basic techniques of moving through and interacting with the game environment.

Chapter 3 takes you into *Unreal II*'s arsenal, and introduces you to the weapons and equipment used in the game. Learn the strengths and weaknesses of every weapon so that you know which one to use in any situation.

Chapter 4 introduces you to the characters with whom you interact. This chapter provides background info on your allies and the strengths and weaknesses of your enemies. Refer back to this chapter as you come across new enemies to learn the best tactics to defeating them.

The second part of the book takes you through the game. Starting with Chapter 5, there's a step-by-step walkthrough for every mission, filled with hints, tips, and tricks to guide you through the mission and allow you to survive every situation. The following will show you how to find and use that information.

CAUTION

The mission walkthroughs in Chapters 5–18 contain spoilers that reveal elements of the game's story. If you don't want to know what's coming next, read only as far as the mission you are currently playing.

1 BRIEFING

The Briefing will give you the information needed as you enter a new mission. This information will keep you informed of the story as it unfolds and will give insight to the enemies and objectives ahead. Check this information as you begin a new level to stay one step ahead of the enemy factions and to get a better understanding of the dangers you may encounter.

2 OBJECTIVES

Here you will find a complete list of all the objectives present in the current mission. The objectives are simply the tasks that are assigned as you venture through a level. Completing these objectives is necessary to finish the mission at hand. To check your objectives in-game, press and hold **BLK**.



3 MAP

Missions are often broken into “parts.” At the beginning of each mission “part” you will find a map of the area you will be exploring. On this map are numbers corresponding to different points of interest that are relevant to the walkthrough. Refer to the maps should you get lost, or if you want a better understanding of where you are and what you should be doing within a mission.

4 LEGEND

The map legend will make sense of the numbers placed on the map. To each number present, there is a corresponding label in the legend.

5 WALKTHROUGH

It is in the walkthrough that you will be taken, in-depth, through the current mission. Here you will also find useful tips, areas of caution, and detailed notes that will give you the extra edge over your enemy and ensure the completion of your mission.

6 CO-OP NOTES

Every mission can be played in Co-Operative mode with the exception of the beginning training mission. It is here that you will find notes on completing the level when teamed with a partner. The walkthrough will still take both players through the mission, but check here for tips and suggestions on how to best tackle a mission as a team.

GAME MODES

There are multiple game modes present in *Unreal II: The Awakening*. While primarily a one-player, first-person shooter, *Unreal II* and the multiplayer-friendly X-Box have added a few new features from the PC version of this title that include a Co-Operative mode, and X-Box Live capabilities. The following is a brief breakdown of each of the game modes available.

SINGLE PLAYER

The Single Player mode is a one-player game that takes a player through the compelling story of *Unreal II: The Awakening*. This is the main game mode and promises hours of fun and excitement as a player takes on the role of Marshal John Dalton.

CO-OPERATIVE

Tired of playing alone? Find a mission too difficult to handle alone? If yes, then grab a buddy and dive into Co-Operative mode. This mode allows two players to conquer the game as a team in a split-screen vantage. Check the “Co-Op Notes” at the end of a mission walkthrough for information and tips for best completing a level as a team.

XMP

XMP, or multiplayer, allows you to enter the world of X-Box *Live* where you can compete in multiplayer mayhem online. This mode also allows a player to link systems to play against friends in private multiplayer games. Whichever you choose, a player can come here to set up or join multiplayer game sessions through six different maps of class based team games. Online and multiplayer games include the use of vehicles, character selection, and variety of other game features exclusive to XMP.

In order to play the X-Box *Live* mode, you must be a subscriber to X-Box *Live*. Visit www.xboxlive.com for more information on X-Box *Live* and how to access this feature of the game.

XMP TUTORIAL

The XMP Tutorial will offer a breakdown of all XMP features including class specifications, game rules and objectives, and all weapons and items available. This should be your first stop *before* entering an online game for it really does offer all the information you will need to succeed in online play. We strongly suggest that you take a few moments to go through the XMP Tutorial if you have any intentions of playing a multiplayer game.

OPTIONS

In the Options mode a player can create and select a player profile then change options such as controller setup, audio and video options, and various other game settings. Explore the Options menu to configure and tailor your game settings to best fit your playing style and to customize your game experience.



Basic Skills

It's never a good idea to go out in the field without being properly prepared, and it wouldn't do to send a raw recruit out to face the Skaarj without first knowing the basics.

Before you dive into your role as a TCA marshal, learn the basic skills you need to survive. *Unreal II: The Awakening* requires more than just a quick trigger finger. You need dexterity and skill to move around in and manipulate your environment and avoid injury. You also need to know what to do when your physical condition becomes critical on a mission.

This chapter has information you need to move like a pro. It also introduces you to the concepts of shields and health.

TIP

Although the instruction in this chapter is useful, nothing beats practical experience. If you're unsure of your skills, run through the Avalon training mission at the start of the game and practice your basic skills.

DEFAULT CONTROLS

Button Press	Action	Button Press	Action
Left Analog Stick	Move	△	Objectives
Right Analog Stick	Look	○	Secondary Fire
A	Jump	Ⓡ	Primary Fire
X	Use/Reload	Ⓛ	Run (XMP)
B	Next Weapon	Ⓡ	Zoom
Y	Previous Weapon	Ⓜ	Crouch
WHT	Scores (XMP)	START	Pause

GETTING AROUND

You need more than steady aim and a mastery of weapons to survive in *Unreal II*—you must be able to effectively navigate and interact with your environment. Doing so requires the mastery of a variety of movement skills.

MOVEMENT

Running is your default movement mode in *Unreal II*. You need to move quickly in most situations, so this works out for the best.

In situations where a misstep could prove fatal, take your time and creep to your destination by lightly pressing the control stick in the direction you wish to go. While ultimately this will result in a run, slow bursts will ensure you keep your feet beneath you, avoiding accidental missteps.

Running is your way of getting around.



NOTE

You climb some impressive slopes in *Unreal II*. Usually, you can walk up most ramps, columns, or hills as long as their slopes are (roughly) 60 degrees or less. Use this ability to get above your enemies and gain a good vantage point from which to fight.



SWIMMING

There aren't many swimming holes in *Unreal II*, but occasionally you must traverse a liquid environment to search for equipment or to get from place to place. Luckily, your armor protects you in aquatic environments—most notably by providing you with an unlimited supply of air. You can stay underwater as long as you want without suffering ill effects. Swimming is almost identical to walking. The only difference is that the Jump control causes you to rise to the surface.

Sometimes swimming is the only way to get where you are going. Don't worry, your suit doesn't leak.



CAUTION

Not all liquid is water! Unless you're sure the rippling surface you're about to leap into is harmless, avoid it, or test it by stepping in where you can get out if you start taking damage.

JUMPING

Not all mission sites are easy to navigate. When you come to a rift that is too wide to step over or a ledge that is too high to step onto, jumping is your only alternative.

To jump over an open space, get a running start and press the Jump button (A) when you're near the edge of the obstacle you're trying to clear. The amount of running start you need depends on the distance you need to jump and the size of the landing area, so (literally) look before you leap. Too much speed can cause you to overshoot the landing area.

To climb onto a ledge or similar obstacle (a task known as "mantling"), press and hold the Jump button when you're in front of the ledge you want to climb onto. If mantling doesn't

work, the object you're attempting to climb onto is too high to reach.

Precision jumping is sometimes the only way to navigate through treacherous environments.



CAUTION

When contemplating a jump from a high area to a lower one, assess the situation first to see if you can drop from your current position onto the one below. In some cases, jumping over the edge adds enough height to your fall to cause injury in a situation where a drop is harmless.

CROUCHING

Crouching (C) serves two purposes. First, it allows you to navigate under obstacles and move through crawlspaces. Crouching also helps you avoid enemy fire. Most battles take place in areas with ample natural or manmade cover. When your enemies are using ranged attacks, crouch down behind cover to avoid incoming fire.

Crouching allows you to enter and move through areas that are too small to allow upright passage.



"USING"

Throughout the game, you encounter objects—usually hatches, doors, switches, and the like—that you must manipulate in order to move through an area or complete mission objectives. The Use button (U) lets you interact with these objects.

When you encounter a "usable" object, a bracket appears around the object when you are close enough to manipulate it.

The Use control also lets you initiate conversations with certain characters. When you approach a person you can talk to, brackets identical to those that appear around usable objects ("use rectangles") appear around the person. Press the Use control to initiate a conversation.

Objects that you can interact with highlight when you are close enough to "use" them.



MISSION OBJECTIVES

More often than not, your objectives at the start of a mission are only the tip of the iceberg. As you progress, additional mission objectives are often added. Whenever a new objective

is added, you are notified by an on-screen message. To see the new objective—or to review your objectives at any time—press O.

NOTE

All mission objectives are listed at the beginning of the walkthrough for that mission.

SHIELDS AND HEALTH

The only barriers between you and death in the field are the protective shields your battle armor generates and your health. As you absorb damage, your shields and health deplete. When your health reaches zero, you die.

Most attacks and hazards—bullets, rockets, plasma bolts, falls from high places, and so on—damage you once per "hit." Other hazards cause ongoing damage. For example, exposure to fire sets you on fire briefly and you take damage until the fire burns out. Similarly, immersing yourself in poisonous or otherwise hazardous liquid damages you continuously until you free yourself from the offending fluid.

Your health and shields automatically regenerate at the start of each new mission. In the field, however, damage accumulates every time you take a hit. Luckily, there are ways to recharge shields and health scattered throughout most levels.

The best finds are energy stations and health stations. Stepping onto these platforms recharges your shields and health (respectively). The longer you remain on the platform, the more energy or health you absorb. Energy stations are blue and health stations are orange.



Energy and health stations.

Health and energy stations are not as common as health and energy pick-ups. These pick-ups provide a smaller boost, but they're easy to find in most areas. Simply run over them to enjoy their beneficial effects. The pick-ups follow the same color scheme as the stations—blue for energy, orange for health.



Energy and health pick-ups.

SAVING AND LOADING

In *Unreal II*, saving occurs automatically as you complete a mission or mission part.

As you complete each mission in *Unreal II*, the completed mission becomes accessible from the Missions section of the Load menu. Selecting any of the missions listed in this area starts the game from the beginning of the selected mission.

Weapons and Equipment

The weapons and equipment you carry into missions (and collect during missions) are the only things between you and annihilation at the hands of your enemies. The amount of equipment you can carry isn't an issue. The technology of the future allows you to carry a loadout rivaling that of an entire platoon. The trick is learning how to use your weapons and equipment to their maximum advantage.

This section gives you a rundown of the weapons and ancillary equipment you use throughout the game.

WEAPONS

Your firepower depends on the weapons you carry. Most weapons are at least marginally effective in most combat situations and against most enemies, but know the strengths and weaknesses of each offensive item at your disposal.

While your weapon-carrying capability borders on amazing, ammunition is limited—sometimes rare! To avoid wasting ammunition, understand the capabilities and limitations of your weapons.

NOTE

Not every weapon and equipment item is available in every mission. Before you dive into the action at the start of each mission, browse through your arsenal so you don't experience any nasty surprises when you try to switch to a weapon or item that's unavailable. Even if you don't have a certain weapon at the start of a mission, one may be waiting for you to pick it up somewhere on the battlefield. Look for weapon stashes.

COMBAT ASSAULT RIFLE



The Combat Assault Rifle (CAR) is a fully automatic weapon that fires depleted uranium shells at a high rate. The alt-fire mode fires a cluster of five shells in a single, slower-moving blast. These alt-fire clusters break up and ricochet when they hit a wall or other solid object, so you have a chance of inflicting damage from the ricochet if your shot hits near your target.

The CAR hurts light and medium enemies, and ammunition is easy to find on most levels. Don't use the CAR against heavily armored or extremely large targets if you have a more powerful alternative.



CAUTION

Because the CAR's alt-fire blast bounces, watch where you point it. If you fire at a solid object—or a Skaarj's claws—at point-blank range, the bullets may bounce back and hit you.

DISPERSION PISTOL



The T-13 Dispersion Pistol is your most basic weapon. You always have it, and it's always ready to fire because it doesn't need ammo—it recharges automatically. Its blast inflicts minimal damage and moves too slowly to hit a fast-moving target.

The Dispersion Pistol's alt-fire mode fires a more powerful blast. The amount of damage delivered depends on how long you hold down the alt-fire button. The longer you let it charge, the more powerful the blast. Your crosshairs turn red when the blast is at full strength.

Use the Dispersion Pistol as a fallback weapon for times when ammo is scarce or you're facing weak, slow-moving enemies such as local wildlife: the Snipes on Na-Koja Abad, for example.

FLAMETHROWER



This weapon works like you'd expect. The primary fire mode sprays out a stream of flaming napalm that sticks to your target and inflicts damage for a few seconds after the initial blast. Holding down the fire button emits a continuous flame until the ammo is depleted.

The Flamethrower's alt-fire mode sprays un-ignited napalm into the target area. The napalm sticks to most surfaces, and you can ignite the napalm by shooting it with just about any weapon (though a primary fire blast from the Flamethrower itself works best). This is a great way to set traps when you're being pursued by enemies. Wait until your target is in the napalm puddle, shoot the puddle, and watch the fun.

The Flamethrower works well against most light and medium enemies, but is somewhat ineffective against non biological targets (the Drakk for instance).

CAUTION

Don't use the Flamethrower in close quarters. If you get caught in the blast, you'll set yourself on fire. The consequences are bad if you set your enemy on fire and the creature comes into contact with you while it's still burning. The only thing worse than having a Medium Araknid jump on you is having a flaming Medium Araknid jump on you.

GRENADE LAUNCHER



The Grenade Launcher is a versatile grenade delivery system. Pressing the fire button lobbs a grenade in the direction you're aiming. The higher you aim, the greater the arc and the greater the range. Normally the grenades (regardless of type) explode on impact. However, if you hold the trigger down

before you release it, a timing mechanism is engaged and the grenade bounces a couple of times before it explodes. A direct hit scores the most damage on your target, but a near miss causes proximity damage.

Six grenade types are available (though seldom all in the same mission):

- **Fragmentation Grenade:** This high explosive charge releases needle-sharp fragments when it detonates. This is the most common grenade type available.
- **Incendiary Grenade:** This explosive charge sprays burning phosphorous throughout its blast radius, briefly setting almost anything in the target area on fire.
- **EMP Grenade:** The electromagnetic pulse this releases permanently disables most small electronic devices. This grenade shuts down Plasma Field Generators with a single shot and is also effective against Auto Turrets. Larger systems aren't usually affected.
- **Concussion Grenade:** The blast this produces knocks most targets to the ground for a few moments.
- **Smoke Grenade:** This grenade releases a thick cloud of smoke concealing you from your enemies while you take cover or run away.
- **Toxic Grenade:** A slowly spreading cloud of lethal gas releases on impact. Deadly against light targets and effective against other biological threats, Toxic Grenades have limited effect against mechanical targets.

Alt-fire switches between grenade types when you have multiple varieties available.

Aiming grenades takes practice, and hitting targets is difficult at first. But, when you've mastered the skill, this weapon is arguably better than the Rocket Launcher due to the variety of ammunition types available.

TIP

Although the blast itself inflicts no damage, the Concussion Grenade can be lethal in high places. A well-placed shot can cause an enemy to fall to its death.



LASER RIFLE (DRAKK)



Isaak puts together the Drakk Laser Rifle after the Na-Koja Abad mission. A medium-range weapon, the rifle's primary fire is a railgun-like laser blast.

This is the optimum weapon against Drakk, but it works well on most other targets too.

NOTE

The alt-fire mode for the Drakk Laser Rifle is available in the last two missions of the game—Avalon and Dorian Gray.

PISTOL (MAGNUM)



After the Hell mission, Aida gives you her magnum, "Grace," as a backup weapon. This powerful pistol fires 50-caliber rounds in primary fire mode, and alt-fire mode releases a three-round burst. The rate of fire is moderate at best in primary mode, and considerably slower in alt-fire. The Pistol shines at medium range, where it inflicts damage comparable to the Shotgun with accuracy that approaches that of the Sniper Rifle. Despite the fact that the Pistol works well against most light and medium human-sized targets, the practicality of the weapon is limited due to the scarcity of ammunition in most missions. Use the Pistol only as a backup when your other weapons are low on ammo.

ROCKET LAUNCHER



With the Rocket Launcher, what you see is what you get. In primary fire mode, it launches a cluster of powerful, high explosive rockets at your target. A direct hit inflicts massive injury, and the collateral damage from a near miss isn't too shabby either.

The alt-fire mode lets you select up to four separate targets and launch guided rockets at each. Hold down alt-fire and hold your crosshairs on each target until you hear a beep. When all targets are selected, release the alt-fire to launch the attack. Any of the four rockets that are not assigned targets follow a winding course in the general direction you're aiming. Alt-fire takes a lot of practice. It also takes time to target the rockets, meaning you must be in a safe position and your targets must be in sight until you finish selecting them.

Needless to say, the Rocket Launcher is effective against targets of all shapes and sizes. Its only drawback is the low velocity of the rockets. If a target sees them coming, it can usually get out of the way. Use this weapon only at medium and long range unless you want to take damage.

SHOCK LANCE (ENERGY RIFLE)



The Izarians you encounter in the early missions carry Shock Lances. Isaak has modified yours to give it a little more kick. The primary fire emits two plasma bolts with each shot. These blasts aren't powerful individually, but the Shock Lance's high rate of fire lets you deliver a lot of hits on a target in rapid succession. The plasma bursts bounce off some surfaces (depending on the angle at which they hit), so watch out for ricochets.



The Shock Lance's alt-fire mode emits an electromagnetic pulse similar to the one produced by the EMP Grenade, but slightly less powerful.

Shock Lances are useful only against lightly armored enemies. Use this weapon as a backup when your Shotgun and CAR ammo run low. The EMP effects of the alt-fire mode are quite useful when you run out of EMP Grenades or when they're unavailable.

SHOTGUN

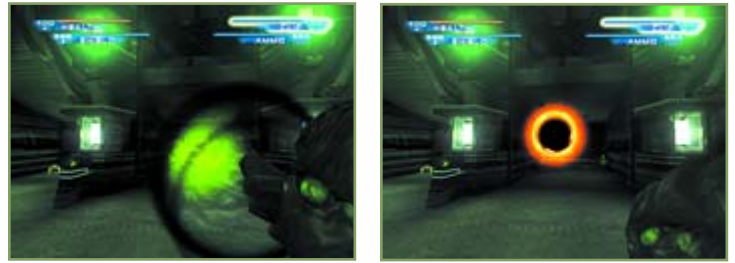


The Shotgun is a semiautomatic weapon that works just like its present-day counterparts. The primary fire is a 12-gauge blast that is extremely effective at close range. At medium range, the damage potential is greatly reduced, and long-range combat with this weapon is impossible.

The alt-fire delivers a short-range spread of incendiary pellets that ignite on impact. The result is similar to that of the Incendiary Grenade—a flaming, thrashing victim—but the damage inflicted is considerably less.

The Shotgun is a good weapon for close-quarters fighting. It is more effective on a shot-for-shot basis than the CAR, and ammunition is usually plentiful.

SINGULARITY CANNON



This powerful weapon is available in the game's last mission—Dorian Gray. You don't just find Singularity Cannons lying around the ship, though. They're attached to the arms of Toscs, and are the creatures' primary mode of attack until you hurt them enough to make them drop the weapon.

The Singularity Cannon fires a burst of energy that forms an unstable micro-black hole that remains in place for a few seconds. The black hole draws any matter (or creatures) within its radius into the singularity, inflicting a great deal of damage (and, in many cases, destroying the object or creature).

This is the ideal weapon to use against the Tosc.





SNIPER RIFLE



The Sniper Rifle is the best long-range weapon available. It fires a 50-caliber round with pinpoint accuracy from as far as two kilometers away. You can take out most light and medium enemies with a single shot. Heavier bad guys require two or more shots, although a single shot to the head sometimes does the trick.

Alt-fire controls the sniper scope. The scope is ostensibly for shooting, but also provides a means for scouting out a target area from long-range. You don't have binoculars, so the scope is the next best thing.

The Sniper Rifle has two drawbacks—scarce ammunition and slow rate of fire. Use the weapon for its designated purpose which is taking out targets at long range. Not only is the Sniper Rifle impractical at close range, but it can also get you killed if you're fighting multiple targets. The amount of time that elapses between Sniper Rifle shots allows your enemy to inflict a lot of damage on you from medium- or short-range between rounds if the first shot doesn't kill them.

TAKKRA



Takkras are automated smart weapons that serve both offensive and defensive roles. The primary fire mode launches the Takkra at an acquired target. The weapon circles around the target and pelts it with energy blasts until the Takkra (or the target) is destroyed.

Alt-fire sets the Takkra for defensive rather than offensive operation. In this mode, the weapon follows you and attempts to shoot down all incoming projectiles. It's not 100 percent effective, but it reduces damage in situations where the enemy uses heavy projectile weapons such as Rocket Launchers.

Takkras are rare and available late in the game. Once you launch them you can't get them back, so don't waste them on small targets. Hoard them and launch them only in situations where you must deal with heavy enemies and/or boss creatures.

EQUIPMENT

You never leave the *Atlantis* with anything more than a basic loadout of the weapons, but several missions provide you additional equipment to aid your efforts. You must know how this equipment works and what each item is capable of in order to properly use it.

NOTE

When you walk to any piece of field equipment you can use, "use" brackets appear around it. The use brackets also display the current "health" status of the equipment (indicating how much damage it has absorbed).



AUTO TURRET

The Auto Turret is a pair of machine guns mounted on a tripod equipped with sensors and an automatic firing mechanism that discriminates between friendly and unfriendly targets. When an enemy enters the detection range of the turret, the guns orient on the target and open fire. Auto Turrets have an unlimited ammo supply, and they continue to perform their function until they are destroyed. They are effective at short and medium range.

In missions where you access one or more Auto Turrets, pick them up by stepping up to them and pressing the Use button. To deploy an Auto Turret, select it from your inventory and press the primary fire control. The turret deploys in the direction you face. The direction the turret faces is important, because the device's detection and firing arc is limited (45 degrees in the direction it faces). You can pick up and move Auto Turrets whenever you want during the mission. When they're in your inventory, you carry them around with your other weapons and equipment.

In many missions, you encounter enemy Auto Turrets. Approach them from the side or from behind if possible, where you are out of their detection arc. Any weapon can inflict enough damage to destroy Auto Turrets, but stick to weapons that pack a punch and have a range greater than the turret's. That way, you can handle the Auto Turrets before they fire on you.

TIP

A direct hit from an EMP Grenade usually destroys an enemy Auto Turret.

PLASMA FIELD GENERATOR

Plasma Field Generators let you set up forcefields to block narrow access points. They are useful in defensive missions. In fact, when you need them most, Plasma Field Generators are always provided.

The generators work in pairs or groups. Any two generators deployed within range of one another (about four body-widths or so) automatically generate a forcefield between them that's impenetrable to weapons and solid objects. (If more than one generator is within range, forcefields are generated between all of the generators.)

You can pick up and move Plasma Field Generators like Auto Turrets (see "Auto Turrets" earlier in this section for details). You can also temporarily allow passage through the field by stepping up to it and pressing the Use button. A pair of Plasma Field Generators continues to generate the forcefield between them until one is destroyed.

You encounter enemy Plasma Field Generators several missions before you get a chance to play with them. You can destroy enemy generators with any weapon, but the higher the damage potential, the better. Weapons that generate an electromagnetic pulse—the EMP Grenade or the alt-fire mode of the Shock Lance—are your best choices for quickly knocking out Plasma Field Generators.

CAUTION

In missions where you've deployed Plasma Field Generators, avoid firing into or near the forcefield. Your weapons damage the Plasma Field Generators like enemy attacks. Don't help the bad guys get through your own forcefield!

ROCKET TURRET

Rocket Turrets are the big brothers of Auto Turrets. Instead of machine guns, these weapons are essentially automated Rocket Launchers. With an unlimited supply of rockets, they're devastating at any range.

In terms of deployment and field of fire, Rocket Turrets are identical to Auto Turrets, although their other operational specifications differ. Their greater attack range over Auto Turrets is coupled with a greater target detection range, which makes a close approach more difficult. The best bet for destroying an enemy Rocket Turret is to fight fire with fire—use your Rocket Launcher and attack from long-range.





Allies and Enemies

In every *Unreal II* mission, you interact with a number of characters and creatures. Most (but not all) of these interactions consist of setting your sights on the other being and pulling the trigger.

Become acquainted with the cast of characters before you wade into the action. In the case of your enemies, know their abilities, strengths, and weaknesses so that you can deal with them properly. For some of your allies—specifically, the marines who follow you into battle in some missions—you need the same information so that you know what to expect of them when they fight at your side. In the case of your other allies, the members of your crew, for instance...well, it's just nice to know something about the people you're working with.

This section gives you all of the information you need about all of the beings you encounter in the game.

ALLIES

You have quite an impressive assortment of allies in *Unreal II*. Most of them are present for moral support and mission briefings or, in some cases, to open doors and access systems in secure installations. Others are there to fight at your side when the going gets tough in certain missions.

YOUR CREW

The friendly characters you interact with most are the crew of your starship, the *Atlantis*. These three officers provide you with mission and weapon briefings before most missions, and keep the ship up and running while you're planetside blasting bad guys. They also reveal much of the game's background story.

Two of these officers—Aida and Isaak—are ex-marines like you. The other officer, Ne'Ban, was recently assigned to the *Atlantis* as your pilot.

AIDA

Aida, your first officer, was a child prodigy and a 3D chess champion at an early age. Her analytical mind made her an ideal addition to the marines, and she was drafted. She was involved in the Strider Wars, a conflict that took place a decade ago. In that war, she was forced to make a decision that caused the deaths of hundreds of innocent people. Although her brilliant military move ultimately saved millions of lives, she resigned her commission afterward, unable to live with the memory.

Aida doesn't entirely trust anyone, especially military authorities. She is particularly critical of Isaak because of another military incident in which both of them served.

As your first officer, Aida conducts most of your mission briefings. She also provides you with in-mission support via your communications link, and remotely hacks into security and other systems to help clear your path in hostile situations.

ISAAK

Your engineer and weapons officer, Isaak, is an ex-marine like you and Aida. His military career ended after he froze in a critical situation. It was this incident that caused Aida to judge him so harshly. It also caused Isaak to hit the booze—a habit he gave up to serve with you aboard the *Atlantis*.

Isaak is a weapons expert and is usually available after your mission briefings to provide you with descriptions of your weapons and ammunition. From time to time, he even makes special modifications to existing weapons or cobbles together entirely new weapons from scratch.



NE'BAN

Ne'Ban, the newest member of your crew, is an extremely accomplished Hex-Core pilot. The TCA assigned him to the *Atlantis* because Ne'Ban is an important being on his planet, and your patrol is supposedly the safest around.

As your pilot, Ne'Ban is responsible for ferrying you back and forth from the Atlantis to your various mission sites. His role is less active than those of Aida and Isaak, but his presence on the ship—and his insatiable curiosity—reveal many interesting background facts about the other members of the crew and the game situation in general. It's usually worth listening to what he has to say, but almost never mandatory to do so.

THE MARINES

On several missions, you work side-by-side with marine officers. In some missions, such as the Marsh mission, they simply fight alongside you. In others, you're in command and they do your bidding. Either way, the marines are there to provide you with extra firepower—and, perhaps more importantly, to provide extra targets for your enemies to shoot at—when you need them.

There are three different marine types in the game, each of which has his own characteristics and appearance.

LIGHT MARINES

Light Marines wear minimal armor and tend to carry light weaponry or Sniper Rifles. They are extremely mobile, and are a good match for similarly equipped mercenaries in a one-on-one fight. They thrive on medium- and long-range combat, but cannot last long on the front lines.

MEDIUM MARINES

Medium Marines are better protected and tend to survive longer in firefights than their Light counterparts, but they pay for their added protection with slightly impaired mobility. Armament is varied, but tends to be heavier than that carried by Light Marines.

HEAVY MARINES

Heavy Marines are the backbone of any marine contingent. Their thick armor and powerful default weaponry allow them to stand fast against heavily armed enemies, even when outnumbered. They move slowly, but they are excellent at defending stationary locations for extended periods of time.

OTHER ALLIES

During your travels, you meet a number of allies who either stick with you throughout the game or provide you with help or information when you need it in a specific location. Your allies include:

COMMANDER HAWKINS

Your TCA sector commander.

RAFF

The TCA drill instructor who guides you through the Avalon training course.





JENSEN

Jensen: A lab technician who helps you through some of the security doors in the Hell mission.

DR. MEYER

A scientist who helps you escape the complex on Janus.

ENEMIES

During your tour of duty as a TCA marshal, you spend most of your time in the field dealing with all sorts of enemies, alien and otherwise. Before you dive headlong into the fray, know what you're facing. The following sections give you the low-down on the creatures and mercenaries that are actively out to kill you in *Unreal II*.

NOTE

The enemies in this section are listed roughly in the order in which you encounter them in the game.

The table shows which enemies are present on each level. Many enemies have multiple classes—light, medium, heavy, and so on. Expect a mix of all classes on levels where these enemies are present.



ENEMIES PRESENT ON EACH GAME LEVEL

MISSION	IZARIANS	SKAARJ	ARAKNIDS	IZANAGI MERCS	LIANDRI MERCS	DRAKK	TOSC
<i>Sanctuary</i>	X	X	—	—	—	—	—
<i>Swamp</i>	X	X	—	—	—	—	—
<i>Hell</i>	—	—	X	—	—	—	—
<i>Acheron</i>	—	—	—	X	—	—	—
<i>Severnaya</i>	—	—	—	X	—	—	—
<i>Kalydon</i>	—	—	—	—	X	—	—
<i>Sulferon</i>	—	—	—	X	—	—	—
<i>Janus</i>	—	—	—	X	X	—	—
<i>Na-Koja Abad</i>	—	—	—	X	—	X	—
<i>NC962VIII</i>	—	—	—	—	—	X	—
<i>Avalon</i>	—	X	—	—	—	—	—
<i>Dorian Gray</i>	—	—	—	—	—	—	X

IZARIANS

The Izarians are a psychotic race of aliens who once ruled a small area of space, subjugating the species therein. They weren't prepared for the arrival of the Skaarj, however, and were quickly subjugated themselves. The Izarians now work exclusively as foot soldiers for their much stronger conquerors.

The Izarians' primary mode of attack is the Shock Lance, although their weapons are less powerful than the version that is available to you in later missions. If they get close, they stop firing and use their weapons to jab and poke you into submission.

More of a nuisance than a real threat, Izarians are easily dispatched unless they attack in great numbers. They sometimes ambush you by jumping out from behind something, but they seldom use cover in combat. Their main strength is their movement—they move quickly and erratically, making it difficult to target them at range.

TIP

The Izarians are nearly immune to the effects of the Shock Lance, so don't bother using their own weapons against them.



SKAARJ

The Skaarj are the only creatures from the first *Unreal* game who make an appearance in *Unreal II*. This race of dangerous warriors has a clan-based society, and in the past the clans seldom cooperated with one another. Lately, however, the Skaarj clans have started working together with the common goal of collecting the same seven alien artifacts that you seek.

The Skaarj don't carry weapons per se (unless you count their claws), but they launch a variety of attacks. There are three Skaarj classes—Light, Medium, and Heavy. The type and severity of their attacks varies by class.

LIGHT SKAARJ

Light Skaarj are the weakest of their kind but, even so, they do quite a bit of damage. They launch low-powered energy blasts at range, but they prefer to use their claws. When they see you, they approach with surprising speed for such large creatures.

Light Skaarj are very agile, and can leap, spin, and dodge, inflicting lots of damage with their claws, and making it difficult to draw a bead on them. To make matters worse, they block many attacks using their claws, so lighter weapons—the CAR and the Shock Lance for instance—have a limited effect (although a single, lucky alt-fire blast from the CAR can take out a Light Skaarj).

TIP

Your best bet for dealing with any Skaarj is to take it out at long range. Their speed and leaping ability make it difficult to escape them when they move into close range.

MEDIUM SKAARJ

Medium Skaarj are sheathed in armor, so you must inflict more damage to kill them—that's the bad news. The good news is that they aren't as agile as the Light variety, so Medium Skaarj are easier to hit. They're still very fast, however, so keep them at a distance if possible.

Medium Skaarj attack strategies differ little from Light Skaarj. They close in immediately, lobbing energy bolts (stronger than those hurled by Light Skaarj) as they approach. Once at point-blank range, they attack with their claws. They aren't as acrobatic as their unarmored compatriots, but they are just as tenacious.

HEAVY SKAARJ

Heavy Skaarj generally appear only as "boss" creatures at the end of levels—and it's a good thing! These heavily armored behemoths are tough to kill.

The Heavy Skaarj attack pattern differs from that of the other Skaarj. Encumbered by their armor, they lack the grace and agility needed for subtle hand-to-hand combat. Their preferred attack method is launching energy blasts from medium range. They have two types at their disposal—a yellow-white blast similar to (but about three times stronger than) that of a Light Skaarj, and a super-powerful red energy ball that inflicts massive damage. If, by chance, the Skaarj does get to point-blank range, a single claw attack knocks you back about 20 feet—at which point the creature starts blasting you again.

At long range, defeat a Heavy Skaarj by keeping your distance, moving constantly, and pounding the creature with your heaviest weapon. (A good time to unleash a shot on the Skaarj is when it's winding up to fire its red energy blast.) At close range, use all possible cover. Keep your head down when the red energy blasts are flying and attack between the Skaarj's shots. These guys eventually go down, but you're likely to sustain damage before they do.

TIP

You can avoid the Heavy Skaarj's red energy blast if you are observant and time your movements. Before the Skaarj fires the blast, it bends over and folds its arms. When you observe this behavior, run and hide behind something. Wait until the energy blast explodes before you advance on the creature.





ARAKNIDS

Araknids are a heretofore-unknown eight-legged alien race that resembles the Terran spider in general shape, if not in size. You encounter these creatures on Hell, but they aren't indigenous to that world. They are lab creatures that were brought to the facility and subjected to experiments that led to amazing and extremely dangerous—mutations.

The Hell experiments produced three varieties of Araknid—Light, Medium, and Heavy.

LIGHT ARAKNID

Light Araknids aren't very dangerous individually. Unfortunately, they seldom attack that way. The power of these relatively small creatures is in numbers. They have no ranged attack—their only offensive mechanism is their bite. When a swarm of Light Araknids spots you, they're on top of you in a matter of seconds.

Deal with these pesky creatures with an area effect weapon. The Flamethrower is best, but the Shotgun is also good in a pinch. If you can catch them at a distance, explosives also work well.

Light Araknids hatch out of pods scattered around the deeper sections of the Hell level. If you get close to a pod, it breaks open and unleashes its inhabitant. When you see a pod, destroy it from a distance so you don't have to deal with the Araknid within.

CAUTION

The most insidious thing about Light Araknids is their ability to move in under your line of sight and bite your ankles while you're concentrating on something else. In the Hell mission, make it a habit to look down at the floor every so often during the heat of battle to make sure no Light Araknids have gotten close without your being aware of it.

MEDIUM ARAKNID

Medium Araknids are more formidable than their Light counterparts. They have no ranged attack, but they can jump great distances. They often attack in conjunction with Light Araknids—the smaller creatures augment the Medium Araknid's attack by gnawing on your legs while you concentrate your fire on the larger creature.

Whereas the best weapon to use against Light Araknids is the Flamethrower, it is not a good idea to use this weapon on Medium Araknids. If the initial blast doesn't kill the creature, you'll have a giant flaming spider leaping onto your head. Use the CAR or the Shotgun instead.

HEAVY ARAKNID

It isn't until the end of the Hell mission that you see the full potential of the Araknid species. This creature is nowhere near as fast as a Light Araknid and nowhere near as nimble as the Medium variety. It doesn't have to be. In addition to its physical attack (which is extremely powerful), the Heavy Araknid has two ranged attacks. The first is a blast of web-like material that the creature flings from medium range. The webs don't entangle you, but they do cause damage. The more webs that hit you, the greater the damage. Luckily, the webs travel slowly enough that, given enough room, you can dodge most of them.

The second attack is, potentially, a lot deadlier. The Heavy Araknid generates pods. These pods (the same as the ones you encounter elsewhere on the Hell level) hatch into Light Araknids. The Light Araknids, in turn, enter the beam in the center of the room where your encounter with the giant creature takes place and become Medium Araknids. Within seconds of launching its pods, the Heavy Araknid has a small army to back it up.



IZANAGI MERCENARIES (GHOST WARRIORS)

The mercenaries who work as enforcers for the Izanagi Corporation are a tough, resourceful group of thugs. Known as the “Ghost Warriors,” some of these soldiers follow the Samurai code of ancient Japan. That doesn’t really show in their combat style, however—you won’t see any of them wielding katanas. They are skilled, well-trained modern day warriors who attack with any ranged weapon at their disposal.

Izanagi Mercs have three different armor configurations, each tougher than the next. The armor style defines the behavior and abilities of the merc.

LIGHT IZANAGI

Light Izanagi take relatively little damage to kill. They are, however, the fastest of the three and tend to retreat to cover when available rather than fight in the open.

MEDIUM IZANAGI

Medium Izanagi are harder to kill than their lighter counterparts, though their behavior pattern is similar. They are slower-moving (and, thus, easier to hit), but they tend to carry heavier weapons.

HEAVY IZANAGI

Heavy Izanagi are slow and lumbering, but they can afford to be. Their heavy armor provides excellent protection—they can absorb quite a few hits, even from the Sniper Rifle. They are usually armed with heavy, long-range weapons as well. Heavy Izanagi are easily the greatest Ghost Warrior threat.

NOTE

Both Izanagi and Liandri Mercenaries each carry a variety of weapons, so you never know exactly what to expect. The only general rule is that the heavier the merc class, the heavier the primary weapon of choice tends to be.

LIANDRI “ANGEL” MERCENARIES

The Angels are a group of elite industrial mercenaries employed exclusively by the Liandri Corporation. Genetically engineered, the Angel Mercs are trained as warriors from an early age, and are among the most skilled human fighters you encounter.

Like the Izanagi, Liandri Mercenaries come in three varieties:

LIGHT ANGELS

Light Angels are lightly armored and relatively easy to kill—if you can hit them. They are faster and more nimble than their Izanagi counterparts, so it is often hard to draw a bead on them. They take full advantage of local cover, and often manage to get past you even when you think you’re watching them closely.

MEDIUM ANGELS

Medium Angels have heavier armor and tend to carry longer-range weapons than the Light variety. The weight of the armor doesn’t slow them down as much as does the medium armor worn by the Izanagi.

NOTE

Unlike the Izanagi Mercs, the Liandri Angels often work as a group during a massed attack—some lay down covering fire and keep you busy while others stealthily flank your position. This is most obvious in the Kalydon mission.

HEAVY ANGELS

Heavy Angels sport not only extra armor and heavier weapons, but have the ability to fly as well. Their flying armor makes them extremely mobile and dangerous. When you spot a Heavy Angel among your Liandri opponents, always make that enemy your primary target. The sooner the Heavy Angels are out of the way, the safer you are.



TIP

Both Heavy Liandri and Heavy Izanagi can absorb several Sniper Rifle shots to the body because of their thick armor, but a single, clean shot to the head is usually all it takes to put one down.

THE DRAKK

The Drakk are a race of self-replicating, self-repairing, sentient machines that killed their organic creators centuries ago. These flying robots are extremely tough, and low-powered terrestrial weapons tend to have a limited effect on them. The Drakk Laser Rifle and EMP weapons (EMP Grenades and the alt-fire mode of the Shock Lance) are your best offensive choices when available.

There are four Drakk classes—Light, Medium, Boss, and Droid—all of which behave quite differently from one another.

LIGHT DRAKK

Light Drakk are fairly easy to deal with. They move at a moderate speed and have no ranged attack. They inflict damage by zapping you with an electrical charge emitted from their tentacles, which extend when they get close to you. If you destroy from long range (and leave plenty of room behind you to back away if they get close), Light Drakk aren't much of a threat.

MEDIUM DRAKK

Medium Drakk are much more formidable than the Light variety. These creatures attack from medium range with a powerful energy blast that causes serious damage. A targeting beam guides the energy blast (which is identical to the primary fire mode of the Drakk Laser Rifle). Once the beam is locked on to you, it is difficult, if not impossible, to dodge.

There are three important secrets for dealing with Medium Drakk:

- **Listen for the sound.** Medium Drakk always emit a droning sound before they appear, announcing their imminent arrival and giving you a moment to locate the source of the sound and prepare to fire.
- **Watch for the targeting beam.** Before they fire, Medium Drakk lock on to you with their targeting beam. When the beam appears, you have a second or two to blast the Drakk before it gets off a shot.
- **Don't leave them for dead.** Just because a Medium Drakk drops to the floor doesn't mean that it's dead. If there is a Drakk Droid in the vicinity, the smoking remains are repaired in a matter of seconds, putting you right back where you started (see Drakk Droid later in this section for details). When a Medium Drakk falls to the floor, shoot it again so there's nothing left for the Droid to repair.

NOTE

Injured Medium Drakk that are not repaired by Drakk Droids within about 30 seconds self-destruct on their own.

DRAKK BOSS

A Drakk Boss is the ultimate evolution of the species. When encountered in the open, the Drakk Boss is extremely agile. It easily dodges slow weapons, so the alt-fire EMP pulse from the Shock Lance, which works so well on other Drakk, is all but useless against the Drakk Boss. It's also difficult to score a hit with the Rocket Launcher beyond medium range.

In its initial form, the Drakk Boss attacks with an energy weapon similar to that of the Medium Drakk, but faster and twice as powerful.

TIP

There is a shorter lull between a Boss Drakk's targeting beam and the blast than there is with a Medium Drakk, but this moment of immobility is still the best time to launch a shot at the Drakk Boss. It can't dodge your shot when it's charging up for its own blast.



The Drakk can split into two creatures and, when it does, its attack changes. The top half fires a short-range continuous laser beam (identical to the alt-fire mode of the Drakk Laser Rifle). The bottom half attacks with an electrical pulse similar to that of the Light Drakk, but ranged. After the creature separates, the bottom half generates a new top half. When this happens, the old top half, if it still exists, explodes after attempting an attack run. Your only encounter with a Drakk Boss is at the end of the NC962VIII (Drakk Hive Planet) mission.

DRAKK DROID

Drakk Droids are the worker bees of the Drakk homeworld. They don't pose a direct threat to you, and have no offensive weaponry whatsoever. Most of the time, they lie dormant inside their translucent chambers, but even when they're out and about, they don't hurt you.

Drakk Droids activate when an injured Medium Drakk is lying nearby. As soon as the injured Drakk is detected, the Droid scuttles out and repairs it. In a matter of seconds, the Medium Drakk is as good as new.

As long as you make sure the Medium Drakk you encounter are dead before you move on, Drakk Droids aren't an issue. If you do happen to leave an injured Medium Drakk behind and you see a Droid heading toward it, blast the Droid immediately (they're easy to kill), then finish off the Medium Drakk.

TOSC

The Tosc are giant mutant creatures that you face during the final mission aboard the *Dorian Gray*.

These behemoths are among the toughest enemies you face. They are slow moving and easy to hit, but it takes a huge amount of conventional firepower to bring them down—Rocket and Grenade Launchers are the weapons in your basic arsenal that work best.

Tosc have two ranged attack modes. The first is the deadly Singularity Cannon, which they use for medium- to long-range attacks. Their other attack is a green energy beam that they use when they are too close for the Singularity Cannon. At point-blank range, the Tosc forgo their ranged attacks and beat you silly with their huge clawed hands.

When you're fighting a Tosc, keep moving and keep your distance. Despite the danger of the Tosc's Singularity Cannon attacks, you have to stay far enough away from the creature as you fight so that you don't get caught in the blast of your own high-explosive weapons. Any weapons that are safe enough to use at close range don't inflict enough damage to kill the Tosc before it kills you.

TIP

After it takes a significant amount of damage, a Tosc drops its Singularity Cannon. Make it a point to pick up this weapon and use it against the creature (and any other Tosc you encounter). The Singularity Cannon is the best weapon available for dealing with Tosc.

MISCELLANEOUS CREATURES

Besides your allies and active enemies, you encounter additional creatures in your travels. Some are harmless, while others—most notably the wildlife found on certain planets—can inflict injury if you don't avoid them.

MUCKHOG

Muckhogs are indigenous to the frozen wastes of Hell. These creatures are usually docile if left to their own devices, but immediately attack if fired upon. Steer clear of them and save your ammo, and your health, for the enemies inside the Hell complex.





SEAGOAT

Seagoats are small creatures that wander the forests of Sanctuary in the Swamp mission. They are completely harmless, so there's no need to waste your ammunition on them. Watch them hop, admire their cuteness, and then move on.

RAMMER

Rammers are dinosaur-like creatures that you encounter primarily in the Swamp mission. They roam throughout the forest, especially near your landing site. If you don't bother them, they won't bother you.

NOTE

There is also a caged Rammer in one of the labs on Hell. If you set it free, it steps through the beam that created the Araknids and gets really big. Don't worry, though, this Rammer and all of the other giant, non-Araknid creatures in the Hell labs are harmless.

SNIPE

Snipes are the most inhospitable native life forms you encounter. They wander the wilderness of Na-Koja Abad, and actively seek you out and bite you if you stand still for too long. These nasty creatures are amphibious, so if you're in the water with no enemies in sight and you hear a splash, watch out for approaching Snipes.

While they pose no serious threat if you're careful, repeated Snipe attacks whittle your health away and leave you vulnerable to your real enemies.

KAI

This ancient race of nomads has been wandering the galaxy, spreading across many planets, for as long as anyone can remember. They have a keen interest in archeology and artifacts of the planets they visit, and immerse themselves in the folklore of the civilizations they encounter. They keep to themselves for the most part, though they are often seen performing menial tasks within the societies they visit.

The Kai you encounter face-to-face are no threat to you—in fact, you can hardly interact with them. It isn't until the final mission of the game, *Dorian Gray*, that the Kai's role in the galaxy is revealed.



Avalon (Training Mission)

BRIEFING

Your first mission is your easiest. It consists of your initial mission briefing from your commanding officer (Commander Hawkins) and the opportunity to practice your movement and combat skills on the Terran Colonial Authority (TCA) training course.

MISSION OBJECTIVES:

Go to the elevator.

Run through the TCA training program.

Return to your ship.

When the mission begins, your conversation with Commander Hawkins automatically takes place. At the end of the conversation, you can run through the training course or return to your ship. Regardless of which option you select, you need to navigate through headquarters to get to your objective.

RETURNING TO YOUR SHIP

If you choose to skip the training room and go directly to your ship, exit the control room and head down the stairs. When you reach the outdoor platform, turn right and take the stairs down as far as you can go. Turn left into the elevator and press the button to descend. Exit the elevator and head down the short staircase to end the mission.

TO THE TRAINING COURSE!

If you choose to proceed to the training course, exit the control room and take the stairs down to the outside platform. Turn right and take the stairs to the platform below. Follow the catwalk and turn left into the elevator. Press the button to descend to the training course.

PART I: TCA HEADQUARTERS



LEGEND

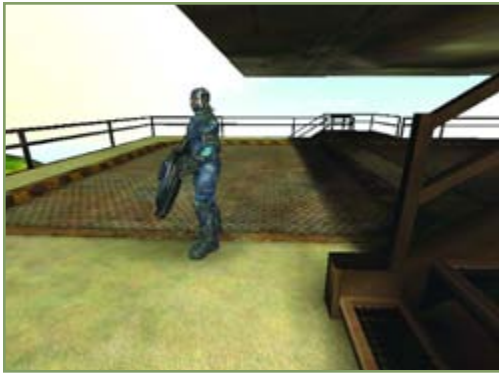
1. Control Room (Start).
2. Stairs to Control Room.
3. Elevator.

Unreal II

THE AWAKENING



You don't have time to stand around talking with Commander Hawkins. You need to go train!



Lost? Just follow the stairs on the side of TCA Headquarters. They'll either lead you to your ship or to the training course depending on what you told Commander Hawkins.

PART II: TCA TRAINING COURSE

CAUTION

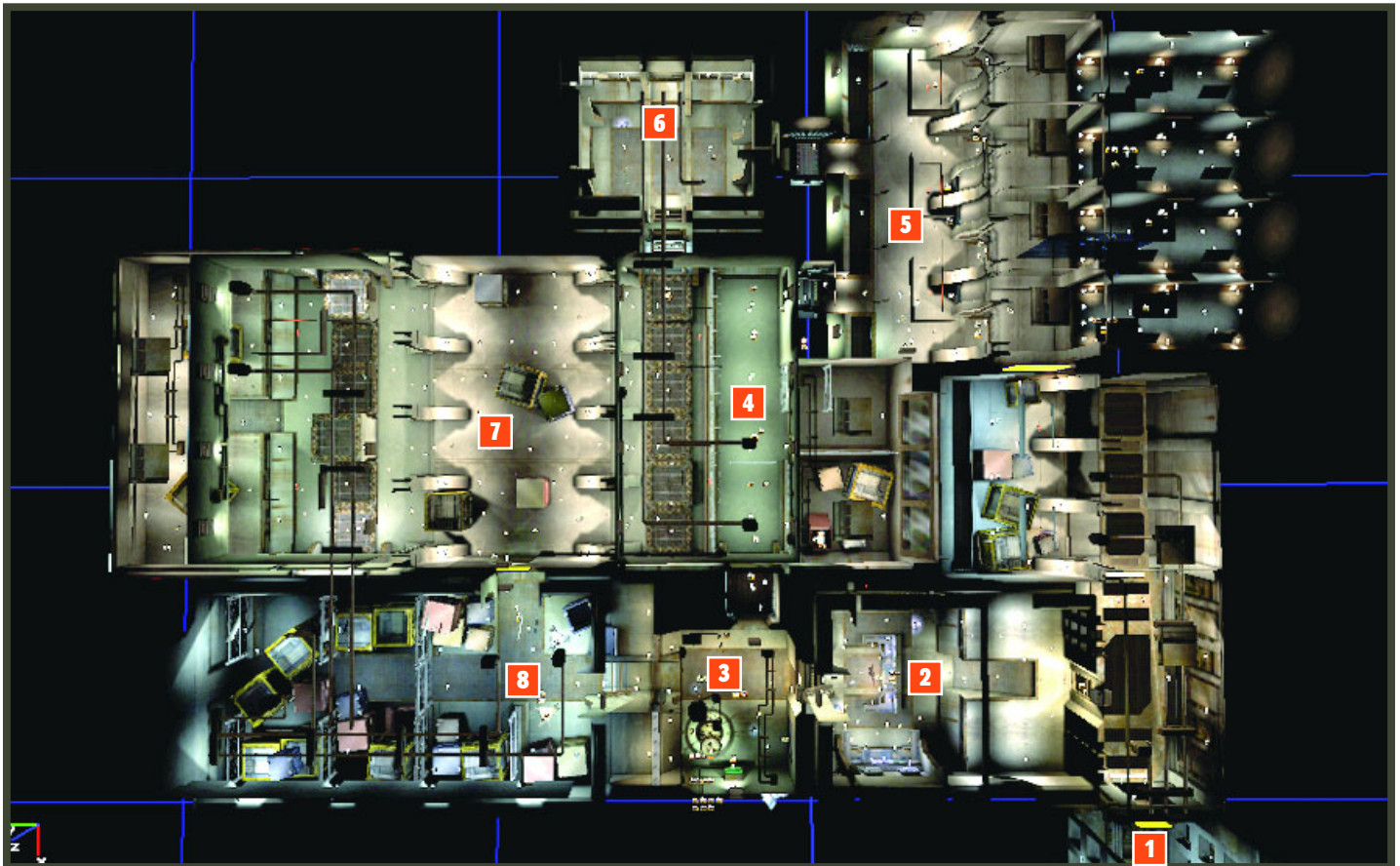


Unlike most other levels, nothing is out to kill you in this mission. That doesn't mean you can't accidentally kill yourself! Stay away from the edges of the open platforms, and avoid jumping when you're running

outside the headquarters building. It's a long way to the ground, and you can easily end your TCA career prematurely if you behave recklessly.

LEGEND

- | | |
|---------------------|------------------------------|
| 1. Start. | 5. Firing Range. |
| 2. Control Room. | 6. Antechamber. |
| 3. Hologram Room. | 7. Combat Simulator. |
| 4. Obstacle Course. | 8. Energy & Health Stations. |



Avalon (Training Mission)

Exit the elevator, turn left, and ascend the stairs to enter the training course control room. Raff, the training course technician, starts the training program. When the door to the course opens, enter.

The training course is an introduction to the game interface, equipment, and basic weapons. In the first room, Raff instructs you on the use of your heads-up display (HUD). Follow his instructions (it doesn't matter what you say to him) and proceed to the next room when he commands you to do so.

Next up is the obstacle course. Raff runs you through a few basic moves: simple jumps, mantling (jumping to a platform and pulling yourself up), and crouching.



That's Raff. He's going to help train you.

The obstacle course is easy. Learn to jump and duck.



TIP

After you perform your mantle maneuver, stay on top of the block onto which you climb. If you move forward you drop off the block into the shallow pit. If this happens, you have to climb up before you can perform the next task.

After you complete the obstacle course, follow Raff's instructions and enter the firing range. Here you test three weapons—the Dispersion Pistol, the Combat Assault Rifle (CAR), and the Grenade Launcher.

As Raff introduces each weapon, pick it up and move into the firing range location next to the alcove from which you retrieve the weapon. Take a few pot shots at the targets that pop up, following Raff's instructions. The door in front of the targets closes when it's time to move to the next weapon.

The Dispersion Pistol might not be the most powerful weapon but at least you never run out of ammo.



The firing range is a great place to test out new weapons. How does the power of the Grenade Launcher feel in your sweaty little hands?



After you finish playing with the Grenade Launcher, Raff invites you into the final section of the training course—the combat simulator—for one-on-one combat. Load up on ammunition in the firing range alcoves, and exit the firing range. Raff gives you instructions. When the door opens, grab the ammo in the antechamber, then head into the combat simulator room.

Raff's holo-image appears in a random location. Follow the sound of his movement, and blast. Frag grenades at his feet will drop him quickly. The first one of you to reach five kills wins the match. Run over Raff's "corpse" after a kill to pick up his ammunition. You can't be killed, but if you reach zero health, Raff scores a point.



Use the columns and crates in the room as cover when Raff starts firing at you.



Unreal II

THE AWAKENING



After you recharge your health and shields outside the course, re-enter the control room and talk with Raff. The mission automatically ends.



Raff went down like a little punk! Grab the ammunition from his dead holo image before it disappears and get ready to blast him again. Drop him five times and you win the match.

You can play as many combat matches as you want. Take this opportunity to practice—it's the only time you can do so in a safe environment. To leave before the match is over, exit the course through the door opposite the entrance.

Recharge after your fight with Raff before you continue.



CO-OP NOTES

There is no co-op play for this level. You and your partner will have to play this level individually if you want to train.

Sanctuary

BRIEFING

Back on the Atlantis, Aida informed you of the situation at the Liandri Mining Facility on Elara V (also known as Sanctuary). You are sent down on what is supposed to be a simple search and rescue mission—but the situation is more complicated than anticipated.

MISSION OBJECTIVES:

Get to the generator building.

Rescue Miller.

Find the generator control room.

Reactivate the generator.

Retrieve the artifact from the bottom of the generator.

Get out of the generator.

Investigate the installation on Sanctuary to discover the cause of the distress call.



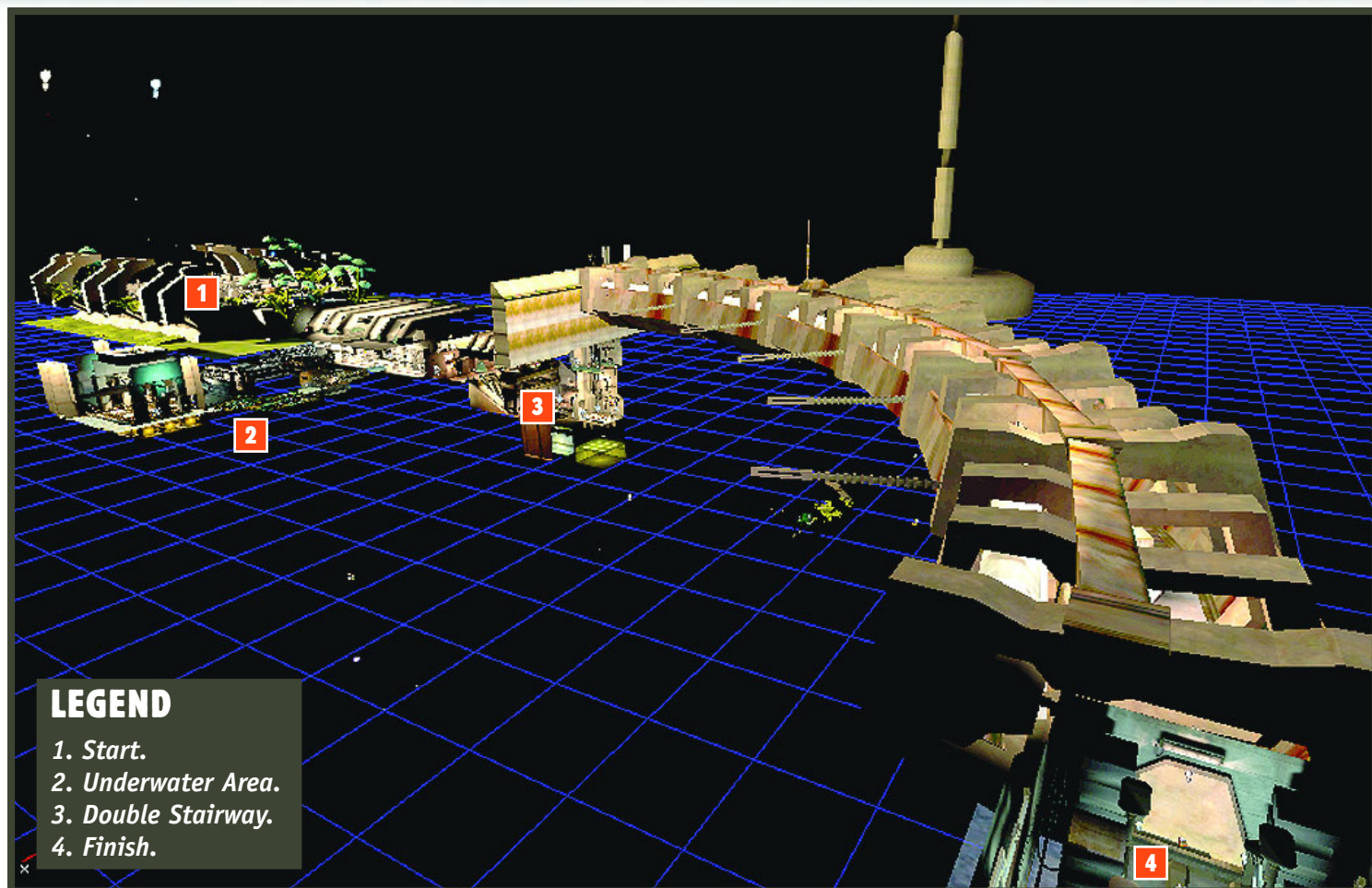
PART I: MINING ENTRANCE

After the drop ship lands, head for the door across the courtyard, proceed through, and go down the stairs. Retrieve the ammo from the corpse under the staircase, then proceed through the door. At the opposite end of the corridor, an unseen attacker mauls a technician. Don't rush to his aid—you can't save him.

Looks like a battle took place and your team lost. Time to enter the complex and extract some revenge.



Don't be like the guy screaming for help at the other end of the tunnel.



LEGEND

1. Start.
2. Underwater Area.
3. Double Stairway.
4. Finish.

The door where the attacker mauls the technician doesn't open, so make a right into the service corridor. Follow the service corridor to the left and make the first right into the hallway. (An Izarian runs by—don't bother shooting at it.)

Turn right into the hallway. There's no reason to fire a weapon here, but if you do, watch for the flammable tanks scattered throughout the area. Follow the hallway to the left until you reach a large room.

Across the room, an Izarian plays with a technician's corpse. When the alien notices you, it attacks along with a few of its friends. Duck behind the cover to avoid their blasts and you're your CAR to inflict your own damage. Dispatch all the Izarians and collect their Shock Lances.



The small room fills up in a hurry with enemies. Use the pillars in the room for cover and take out those beasts with the alt. fire from your CAR.

CAUTION



Once an enemy has fallen you need to rush over and scavenge what you can from the body. After a few seconds the corpse and weapon disappear and are lost forever.

After the last Izarian is killed, a technician named Miller contacts you over the intercom system. Miller provides moral support and directs you to his location throughout the level.

When Miller opens the hatches in the floor, step through one of them and drop into the water. Explore and pick up ammo and weapons—your armor keeps you from drowning. When you're ready to move on, locate the large pipe and follow it until it parallels a second pipe. Follow both pipes until you come to the opening that leads to dry land.

Unreal II

THE AWAKENING



Once the creatures are dead wait for the hatch in the floor to open.

After you jump in the water, check the ground for a couple rounds of ammo. Now follow the pipes to get to the next area.



When you exit the water, find the ladder and ascend. The door on this level doesn't function, so climb the stairs and go through the door at the top. Several more Izarians are on the other side. Take them out using the columns for cover, then proceed through the door at the chamber's opposite end.

Another alien is beyond the door to the right, so watch out. After it's taken care of, move forward with caution. More Izarians are on the double stairway ahead, with reinforcements in the corridor below. Hold the high ground and let the aliens come to you.



If the door doesn't work take the stairs.

Keep to the top of the stairs and let those little nasties come to you. Just make sure you keep an eye on both sets of stairs to prevent one off them from getting behind you.



TIP

Even if you think you've killed all of the Izarians on the double stairway, a few might lurk below. Stay alert!

At the bottom of the double stairway, move forward into the room beyond. (There's likely to be an additional Izarian lurking in this area.) Climb the metal ladder. When you reach the top, take out the Izarian to the right and behind you. When the area is secure, avail yourself to the weapons and health in the area and proceed through the door.



Quickly turn around at the top of the stairs and drop the Izarian shooting at your back.

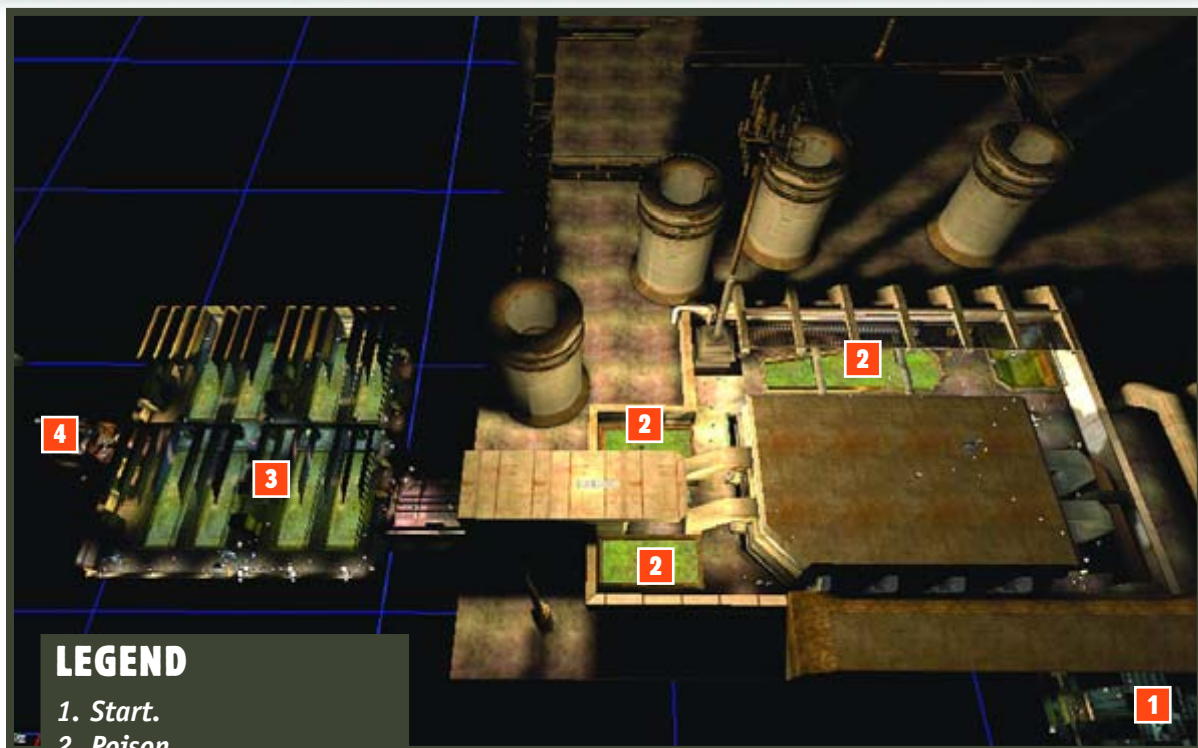
The corridor beyond is filled with boxes and explosive tanks—and Izarians are hidden among them. When you hear the aliens approaching, get into an open area away from the explosive tanks.

At first the aliens attack one at a time, but when you reach the second pile of crates, they attack en masse from all directions. Use the explosive tanks to your advantage—blast the tanks while several aliens are nearby to take out a whole group at once.

After you deal with the onslaught, a couple of aliens might still hang around the end of the corridor. Take them out, stock up on ammo and Shock Lances, and head through the door to proceed to the mission's next phase.

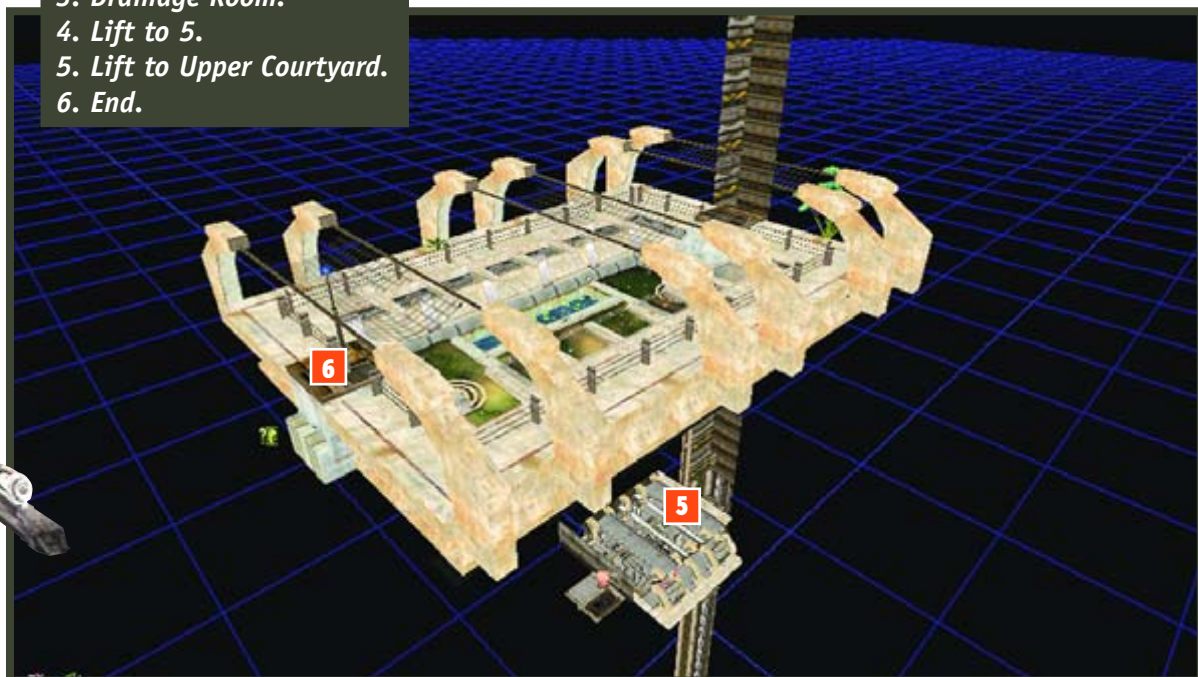
PART II: MINING COMPLEX

When you step through the outer door, Miller tells you that there are no aliens in sight and that it's easy from here on out. Don't believe it! Izarians lurk on the rooftop of the building to your left, and leap down upon you moments after you enter the courtyard. There are more when you round the corner, both on the roof and on the ground. Retreat back around the corner if necessary to keep the Izarians from ganging up on you. Many Izarians linger near the steaming grate in the corner; blast the explosive barrels to the left of the grate to take out the aliens en-masse.



LEGEND

1. Start.
2. Poison.
3. Drainage Room.
4. Lift to 5.
5. Lift to Upper Courtyard.
6. End.



Unreal II

THE AWAKENING



Damn that Miller! He said the area was clear, but Izarians fire at you from the roof.



Aliens also charge at you from around the corner. Kill the enemies and then you can think about having a little talk with Miller.

After the aliens are out of the way, proceed forward, staying clear of the green ooze to the right. Head left around the far corner; deal with the Izarians lingering there.

When the area is clear, crouch and move through the door that is opening and closing. In the corridor beyond, gather health before you proceed to the door ahead (which leads to the drainage room). As per Miller's warning, the room is full of Izarians, and they open fire when you step inside. Keep moving to avoid damage, and take out the aliens as quickly as you can.

When you reach the other side of the drainage room, Miller opens the security door for you. Grab the ammo and other goodies before you enter and activate the elevator.

Nothing says enter like a door that keeps opening and closing.



You need Miller to open the door before you can continue.



After the elevator starts moving, a Skaarj jumps on the roof and sabotages the mechanism, sending you plunging down the shaft. Move to the back of the car (away from the door) and enjoy the ride—there's nothing you can do to stop it.

When you get to the bottom and the doors open, the Skaarj falls off the car. It is a mean and nasty fellow. It's fast and has razor sharp claws that are perfect for shredding human flesh. You need to use your heaviest firepower to put it down before it has the chance to touch you. A few grenades work well.

The elevator stops and the lights go out. That can't be good.

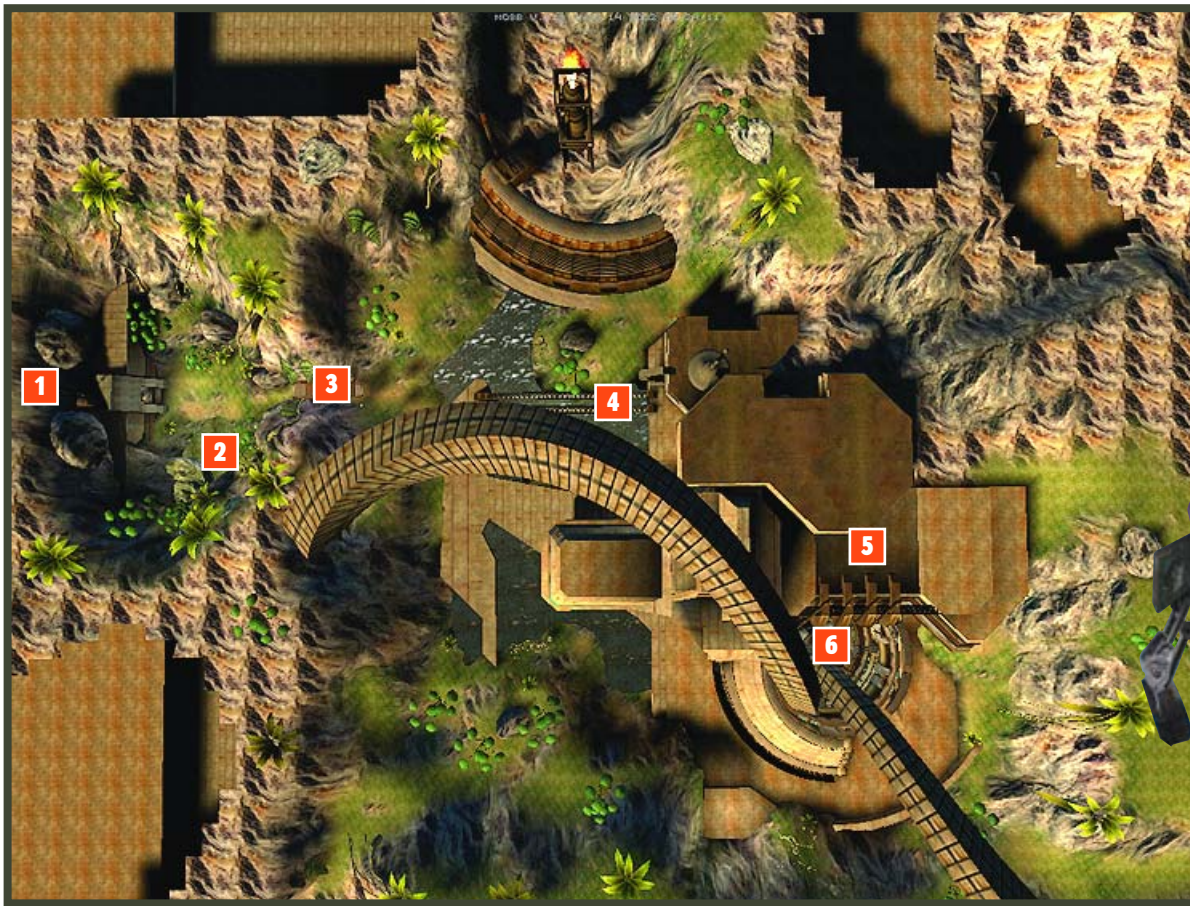


A Skaarj falls through the ceiling into the elevator. Shoot it fast!

The door at the opposite end of the room is useless, so enter the lift next to the elevator (to your right as you exit), and activate it. When you reach the top of the shaft, check under the stairs for health and a shield recharge, then head up.

The door at the top of the stairs leads to an outer courtyard that's patrolled by a Skaarj. Take it out at a distance—those Skaarj claws cause serious damage. Scrounge around for ammo in the courtyard if you need it, then proceed through the door at the opposite end to move to the next part of the mission.

PART III: POWER PLANT



LEGEND

1. Start (Inside).
2. Muddy Lake.
3. Bridge.
4. Girders.
5. Reactor Control Room (Inside).
6. Reactor.



Move through the door ahead and stock up on ammo before going outside. Step out and let the door close behind you—a couple of explosive tanks are inside; don't stand next to them.

When you're outside, a Skaarj attacks from the valley ahead, while Izarians lay down cover fire from the canyon rim above the door. Find cover, and take out the Skaarj, then pick off the aliens on the rim before moving forward. A few more Izarians may be on the rim above and behind you to either side, so check around before stepping into the open.

Kill the Skaarj that charges in from the valley ahead.



Unreal II

THE AWAKENING



The Izarians firing from above make battling the Skaarj on the ground more difficult than usual.

NOTE

Check the muddy lake to your right as you enter the canyon for ammo and weapons. Just make sure all the aliens in the area are dead first.

Cross the bridge, but be ready for a Skaarj ambush from the left. After you deal with the alien, proceed toward the power plant. The easiest path to the building is across the two girders that span the lake—there's no need to swim. But before you can cross another Skaarj rushes in for the kill. It starts to fire at you from the power plant in the distance to the right. Splatter it on the concrete and take the leftmost girder to cross the water.

Once across, go left and kill the Skaarj around the corner. It's a dead-end but there is some loot of the ground for you to pick up. Now hug the building's wall and follow it in the opposite direction.



The power plant you seek is across the water. Unfortunately so are more Skaarj. Take out the big fellow that charges you before heading toward the plant.



You don't have to fight the big fella, but you get ammo if you do.



TIP

After they die, Skaarj crackle with electricity. Walking over them while they are in this state has the same effect as an energy pick-up and recharges your shield.

When you round the corner, Miller gets cocky and runs outside to meet you, alien artifact in hand. Unfortunately, he meets his demise. You must reactivate the generator that Miller and his Skaarj attacker have fallen into and retrieve the alien artifact.

Head up the stairs and follow the catwalk around to your left. Open the emergency hatch and drop down into the room below. It's dark inside, and an Izarian waits for you below. Blast the alien, stock up on ammo, and exit the room.

Outside, follow the catwalk to the end and enter the building through the door on your left. Get in the elevator and ride it to its destination.



Climb the ramp on the generator to get to the top where Miller fell from.

Before you jump through the hatch make sure you shoot any aliens waiting down below. You'll take less damage that way.



Sanctuary

Moments after you arrive in the corridor upstairs, a Skaarj crashes through the window on your left. Take it out, then proceed down the corridor and through the door at the opposite end.

In the corridor beyond, you hear some Skaarj activity through the door on your right. This door doesn't open, so move down the corridor. Before you reach the red boxes, turn left and locate a hatch in the floor under the large pipe. Climb down and turn left. A Skaarj is waiting to maul you in the crawlway below.



With the doors unaccessible, your only path is through the hatch in the floor.

At the opposite end of the crawlway is the room you heard action in through the non-working door above. Find an opening on your right that's big enough to move through, crouch, and enter the crawlspace under the room. Expect a Skaarj to join you from above before you reach a place where you can stand and enter the room.

There's a computer console in the room, but it's inactive. First you must activate the two emergency override switches on the wall. They're on your right as you face the door leading to the corridor. Jump across to get to them.

After both switches are activated, the computer console comes to life. When the computer detects the alien life-form in the generator, an override button opens on the left side of the console. Press the button to reactivate the generator.



Follow the dark and narrow crawl-space to get to the control room.



You made it to the emergency override switches. Activate the two switches and head down to the core of the generator outside.

The door to the corridor works from the inside. Exit the room, turn left, open the door, and retrace your path to the catwalk outside. Some Izarians have gathered in the corridor and in the room at the bottom of the lift, so deal with them on the way out.

You emerge on the catwalk outside. You need to get to the generator shaft's bottom. The only way is down through the mechanism itself.

Turn right and follow the catwalk to the door at the end. Jump over the railing to your left so that you are on the protruding point of grating that hangs over the shaft. Move out as far as you can without falling off.

Drop onto the platform around the shaft's center. Be sure you don't land in one of the openings in the platform. Stay toward the platform's outer edge so you rotate with it. If you are up against the central shaft, you can get brushed off.



It's a long way down so make sure you don't take a wrong step or you'll splatter on the hard floor below.



Drop to the ledge in the center of the generator room to start your descent.

Unreal II

THE AWAKENING

Look over the edge and wait until you are positioned above one of the extending and retracting armatures. When the armature is fully extended, step off the platform and drop onto it. Before the armature collapses into the outer wall, step off and drop onto the catwalk (along the shaft's outer wall). Crouch when you land to avoid the rotating electrical discharges.

Move around the catwalk (remaining crouched) until you are over one of the next set of armatures, drop onto the armature when it is extended, then drop onto the next catwalk. Repeat this one more time (dropping to the next armature down and onto the catwalk below that). You're now on the bottom catwalk, and you can step onto the shaft's floor.



Line up your drop before you fall to an armature below you.

The artifact is on the ground near Miller's body. When you pick it up, a Heavy Skaarj appears and attacks. Keep moving and hit it with the most powerful weapons you've got, preferably the Grenade Launcher. Use the center of the generator as cover and fire grenades when the Heavy Skaarj appears around it. Fire your weapon and quickly duck back behind the cover because the Skaarj fires his own weapon. This is not an easy battle to win, and you're dead if you stand still. Keep up the fire and hide technique until the Heavy Skaarj lays motionless on the ground.

After dispatching the Heavy Skaarj, find the elevator door in the central shaft and ride it to the top. The marines arrive and take the artifact from you when you reach the surface. Mission accomplished.

Grab the artifact near Miller's broken and bloody body. Yuck!



The Heavy Skaarj is a deadly powerful opponent. But he can't hurt you if he can't see you. Keep behind the generator core until you can peak out and fire a grenade in its direction before retreating to cover again.



After the Heavy Skaarj is toast all you have to do is ride the elevator to safety.

CO-OP NOTES

Sanctuary has a lot of Izarians and Skaarji for both of you to defeat. The Izarians are really fast so you need to keep on your toes. When you're walking down long hallways always designate one of you to watch the rear. When the attack comes you'll most likely feel it from both sides. Shoot any creatures that attack your side until the coast is clear.

The Skaarj usually just attack one at a time, but they are tough opponents. When one of these beasts attacks concentrate both of your grenade Launchers in its direction. Since your weapon can't hurt your teammate it is safe to send grenades at the Skaarj even if it is close to your partner. The final Skaarj is the toughest of all the opponents on this level. Fight him just like you would in single player, but now he goes down twice as fast with the extra firepower.



Marsh

BRIEFING

On the way back from the surface of Elara V, Aida informs you that the marines who retrieved the alien artifact from you were shot down in the forest on the planet's far side. It's up to you to locate the wreck and lead them to safety before whatever shot down the marine ship comes around to admire its work.

MISSION OBJECTIVES:

Follow the directional beacons to the crash site.

Make contact with the surviving Marines.

Accompany the Marines to the clearing that holds the homing beacon.

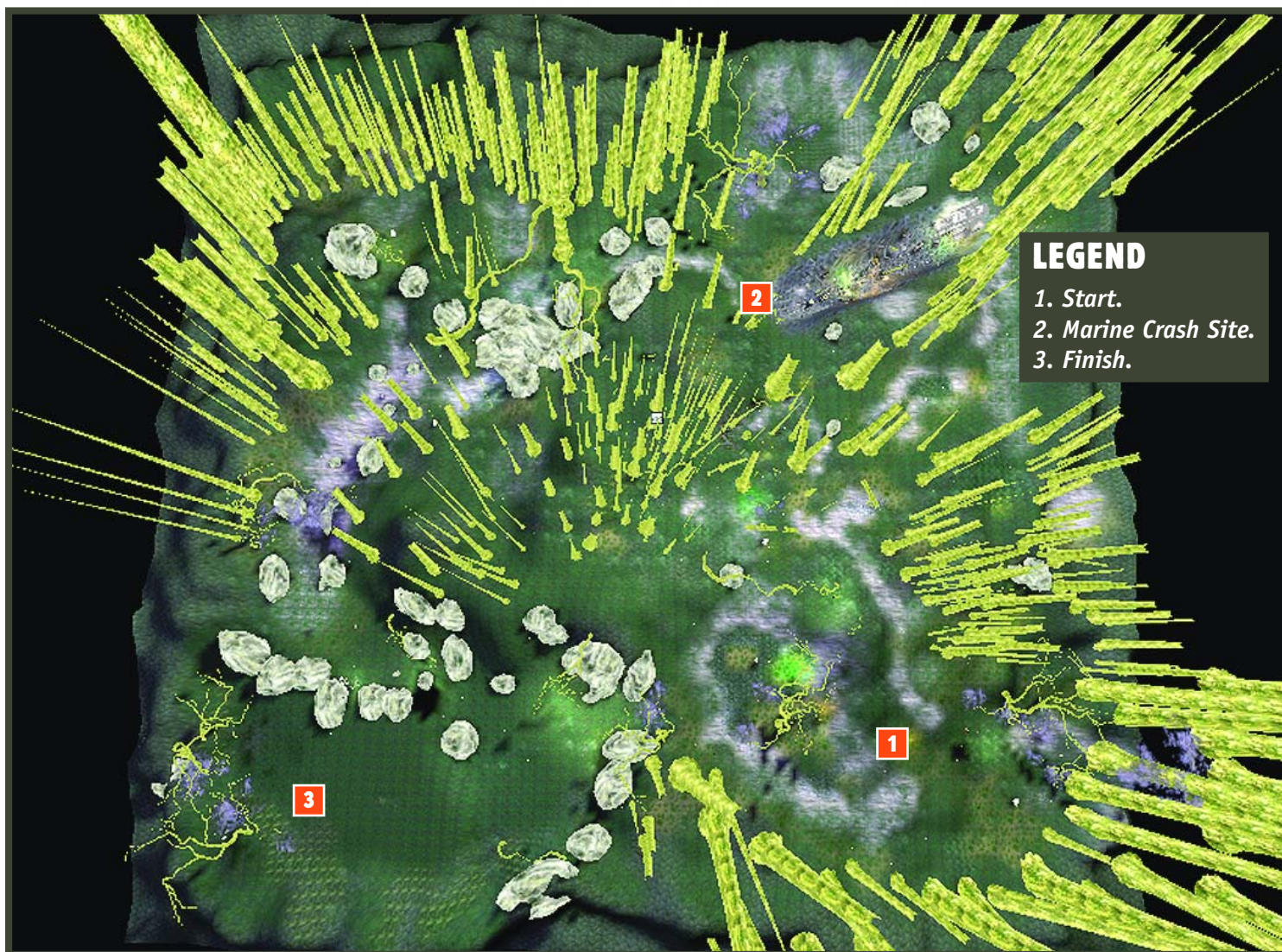
Defend the clearing until the Atlantis arrives.

PART I: MARSH

It is dark and disorienting in the forest—it's hard to see landmarks, and it's easy to stray off course. Move around the drop ship until you see the first flashing beacon.



From the drop ship you can see the first red beam. It points you in the direction you need to find the next beacon.



LEGEND

1. Start.
2. Marine Crash Site.
3. Finish.



look in all directions. When the threat is eliminated, the marines move out. Follow them.

You run into a series of Izarian ambushes along the way. The next comes after you pass through a small cave. From that point on, one or two Izarians are around every turn in the path.

NOTE



The local wildlife—Rammers and Seagoats, of which there are many around your landing site—is not dangerous, so don't waste ammo on it.

The red beam emitted by each beacon points to the next beacon, so just follow the beam. Find the first one, and you'll have no problem following the path to the crash site. If you stray off course, backtrack to the previous beacon and try again.

After a short walk you'll come to an area marked by burning debris and a burned-out trench. This is the start of the crash site. Follow the trail of debris until you reach the marines' perimeter.



Those beacons are easy to find in the darkness.



Looks like you found the crash sight and the stranded marines. Get close to them so you can talk to them and see what happened.

As you approach, the marines deactivate the forcefield. After you converse with the marine leader, the marines take off in the direction of a clearing where the *Atlantis* can retrieve you. Follow the marines, and watch and listen to the commander for orders.

After you leave the crash site, Izarians ambush your group. Assist the marines in eliminating the threat. Many of the aliens are hiding in and dropping from the trees above, so

Izarians attack your group from every direction. Let your marine buddies do most of the work, but if you see an enemy fall, rush over and grab its weapon.



The Izarians aren't so tough. Use the alt fire from your CAR to quickly drop each one.

You've reached the clearing when you see ammo crates and a health station. Defend the area for five minutes while waiting for the *Atlantis* to arrive. Stock up on health and ammo after dispatching the last of the Izarians because you'll need it.

Stay on the high ground near the beacon. The attack comes after Aida's initial communication. Follow the sound of gunfire and help the marines fend off the attack. Stick to the high ground above either perimeter forcefield. It's safer up there and you have a better angle of fire.



Load up on health and ammo in the clearing because you are in for a long hard fight.





Join the marine above the perimeter force-field. That's a good place to pop those nasty Izarians trying to crash the party.

The Izarians hit your defenses pretty hard in an attempt to get you and your men before you can escape. Luckily there are only two ways to attack while you're in the valley. The marines watch both ends so all you have to do is assist them. Run back and forth and assist the troops as they try to hold off the attackers.

Sometimes the Izarians attack from the front...



...and sometimes they try to sneak up behind you.

It's not long before the Skaarj join the party. After that it's a constant Izarian and Skaarj barrage from both ends of the valley for the next four minutes. Hang back and let the marines handle the lion's share of the work if you take too much of a beating. Your goal is to survive until the *Atlantis* arrives. When it does, the mission is complete.

Not only do you have to worry about the Izarians, but Skaarj eventually enter the fray.



Let the marines do most of the work. If the action gets too close, pull out your big guns and mow your enemies down.

CO-OP NOTES

Follow the beacon points to the stranded marines with your partner. Stick close to the marines and fight off the Izarian ambushes, as you make your way to the homing beacon where the *Atlantis* is scheduled to pick you up. The pick up point is a long thin canyon. Each of you should defend one side. Stand on a ledge above the perimeter forcefield and shoot any enemies that get too close. If your partner starts taking too much damage at the other end of the area, you can always run over and assist.



Unreal II

THE AWAKENING

Hell

BRIEFING

After the Marsh mission, you get the skinny on the situation at the Elysium Weapons Research Facility on Hell, a frozen moon. All contact has been lost, and it's your job to find out why. The situation is urgent because the researchers are examining an artifact similar to the one you recovered from Sanctuary. This won't be easy....

PART I: ELYSIUM ENTRANCE

LEGEND

1. Start.
2. Path to Bridge.
3. Bridge.
4. Entrance Elevator (Inside).
5. Security Corridor & Elevator to Next Section (Inside).

MISSION OBJECTIVES:

- Enter the installation.*
- Investigate to determine why contact was lost.*
- Heal the surviving patient.*
- Bypass the fire through the second story control room.*
- Find the cause of the Araknid threat.*
- Reactivate the fan to vent the plasma gas.*
- Get to the upper level lab control room.*
- Disengage the security lockdown.*
- Retrace your path to enter the research facility's central hub.*
- Get into the central dome.*
- Find a way to bypass the barricade.*
- Deactivate the main beam.*
- Obtain the artifact.*
- Defeat the Queen*



Hell

Your first task is to get from your landing site to the bridge that leads to the main facility. A straight line is out of the question because it's a long way down.

The path isn't difficult to follow. A small overhang is behind your ship to the right. Walk through the overhang, and follow the path through a narrow valley. You reach the bridge in short order. Avoid any local critters at the end of the bridge, then proceed across. The seemingly dead Muckhog on the bridge isn't dead—it's lying in wait. Kill it and proceed into the building. Step onto the round elevator and descend into Hell. Don't dawdle outside the building, or more creatures from the valley below will come up to harass you.



The main facility is off in the distance. You need to cross the long bridge to reach it.

The animal in the snow might look dead, but don't believe it.



When Muckhogs attack!



NOTE

Don't take the path to the left of the bridge. Your goal is to cross the bridge and enter the facility. Stick to the mission profile!

When you get to the bottom of the shaft, step through the door and into the hall. When you pass the security checkpoint you are trapped by forcefields and scanned by the computer. You're in no danger. Stand still and wait. Aida shuts down the security system in time.

After the forcefields are shut down, proceed through the door at the end of the corridor to enter the facility.



After a slow elevator ride, you have a long corridor to traverse.



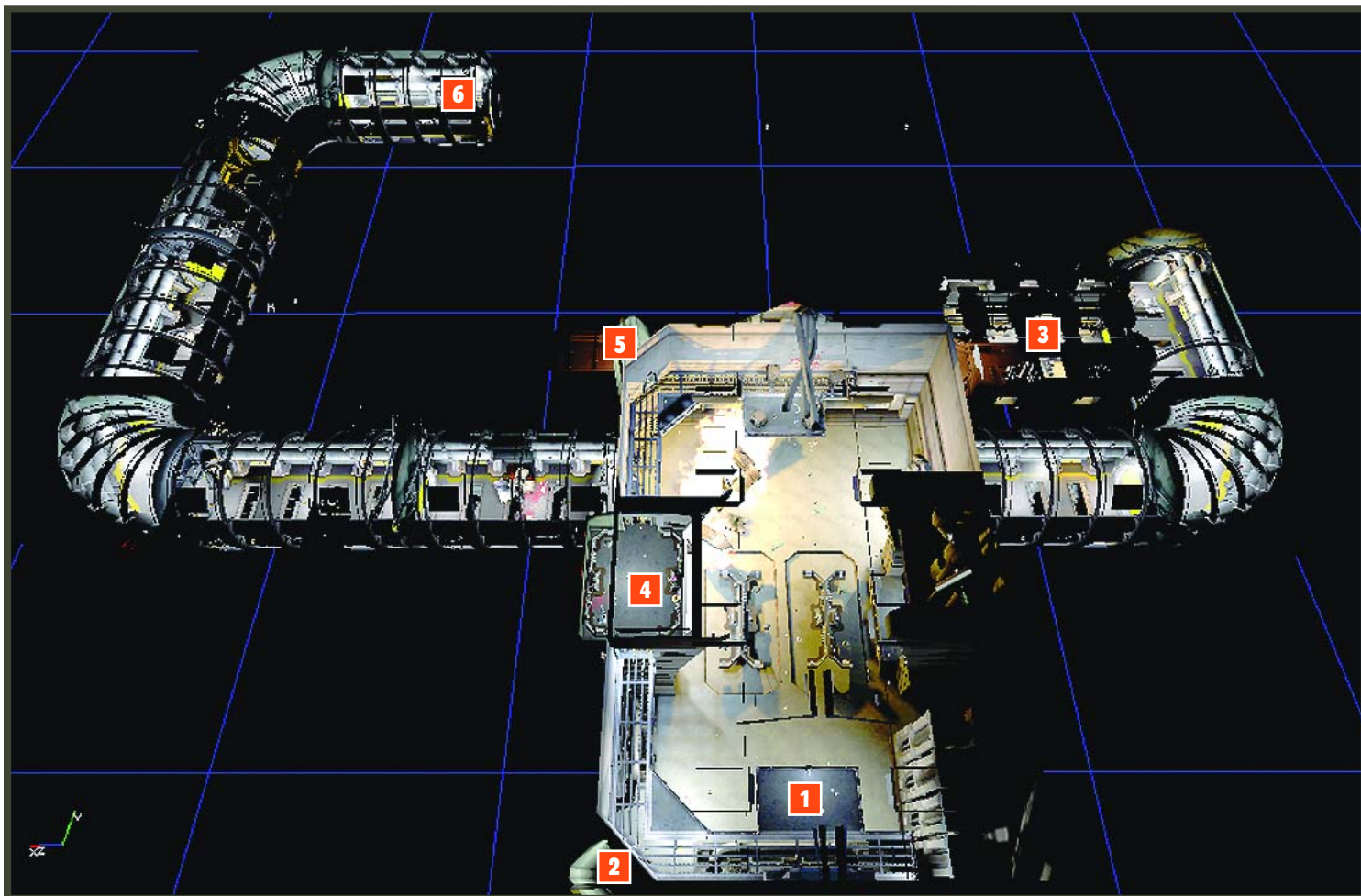
It might look like you're dead meat when those big guns are sticking in your face, but Aida will free you in no time.



Unreal II

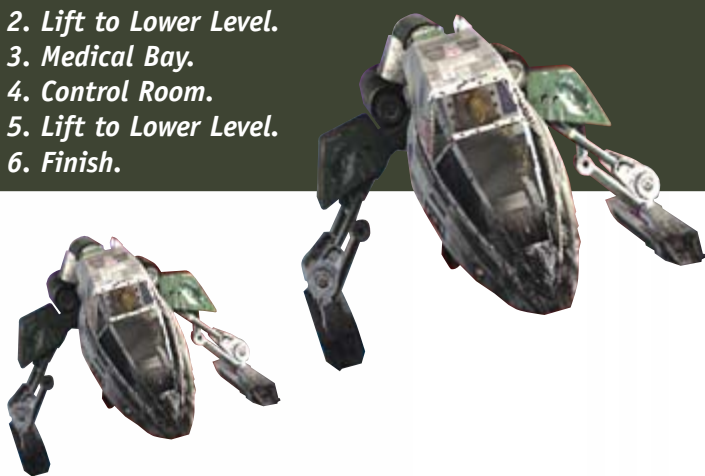
THE AWAKENING

PART II: OPERATIONS AREA



LEGEND

1. Start.
2. Lift to Lower Level.
3. Medical Bay.
4. Control Room.
5. Lift to Lower Level.
6. Finish.



Two doors lead off of the platform you enter on, both to your left. The far door is locked and Aida can't hack the security code, so use the other door which has a lift to the ops area on the lower level. After descending, cross the room and exit through the door to the right of the huge fire. Pick up the Flamethrower near the corpses on your way.

Fire! Fire! The place is on fire! Run for the door on the opposite side of the room.



Follow the corridor. After you pass through two doors, another fire blocks your path. Enter the medical bay through the door on your left.

Patients are on the exam tables, but the one you're interested in, Jensen, is lying on the far right side. Activate the panel on the bed to heal him. He tells you that to bypass the fire in ops, you have to go through the security room on the second floor (through the locked door).



Go through a few doors and you quickly find the medical bay.



There's Jensen laying down on the job again. Get up soldier and lead the way deeper into hell!

Exit the medical bay and retrace your steps to the control room with Jensen in tow. Let Jensen open the door and follow him inside. Press the button on the panel to your right to activate the audio log for an account of what went wrong at the facility. Stock up on ammo and exit through the door at the opposite end of the room. (You can pick up some additional ammo and weapons at the far end of the catwalk beyond.) When you are ready, step through the orange door and ride the lift downstairs.

Listen to the audio log as you look at the carnage below to find out why this place really is hell.



NOTE



Jensen isn't the brightest fellow in hell and sometimes fails to keep up with you. Make sure you turn around and check to see if he's behind you as you run. Make sure that he gets onto lifts before you do or you ride them alone and have to go back to get him.

Turn right and exit through the round door, which leads to a corridor littered with bodies. Continue through the door at the end, into the next corridor segment. When you reach the halfway point, you hear movement in the walls and Jensen panics. Back up toward the door through which you entered. In moments, the corridor is crawling with Light and Medium Araknids that drop from the vents in the ceiling. Some of them go after Jensen first, giving you a momentary respite from the onslaught. Kill all of the Araknids in the area. Be particularly careful when dealing with the Light Araknids because it's easy for them to get in under your line of sight and cause ongoing damage by biting ankles. Retreat as far as necessary to keep the Araknids in front of you. You can even backtrack behind closed doors to regroup and choose what weapon you want.

TIP

While any of your guns in your arsenal will dispose of the Araknids, always keep your dispersion pistol handy. It's easy to pick off the Light Araknids one by one and you won't waste precious ammo.

Jensen goes down without a fight. You'll have to deal with the angry swarm of Araknids on your own.



Unreal II

THE AWAKENING



Fire at the Araknids before they take a bite out of you.

After dealing with the Araknid onslaught, continue forward through the next two doors. When you pass the barricade of crates, the next door opens, admitting another wave of Light and Medium Araknids. Retreat behind the barricade and take them out. Additional Araknid reinforcements will arrive through the door on the other side of the barricade as you fight. When the area is clear, gather the weapons and ammo near the barricade and proceed through the door. Keep your eyes open for additional Araknids in the corridor beyond. Move through the next door when the area is secure.

As you round the curved corridor, the far door opens, admitting more Light Araknids. Deal with them and go

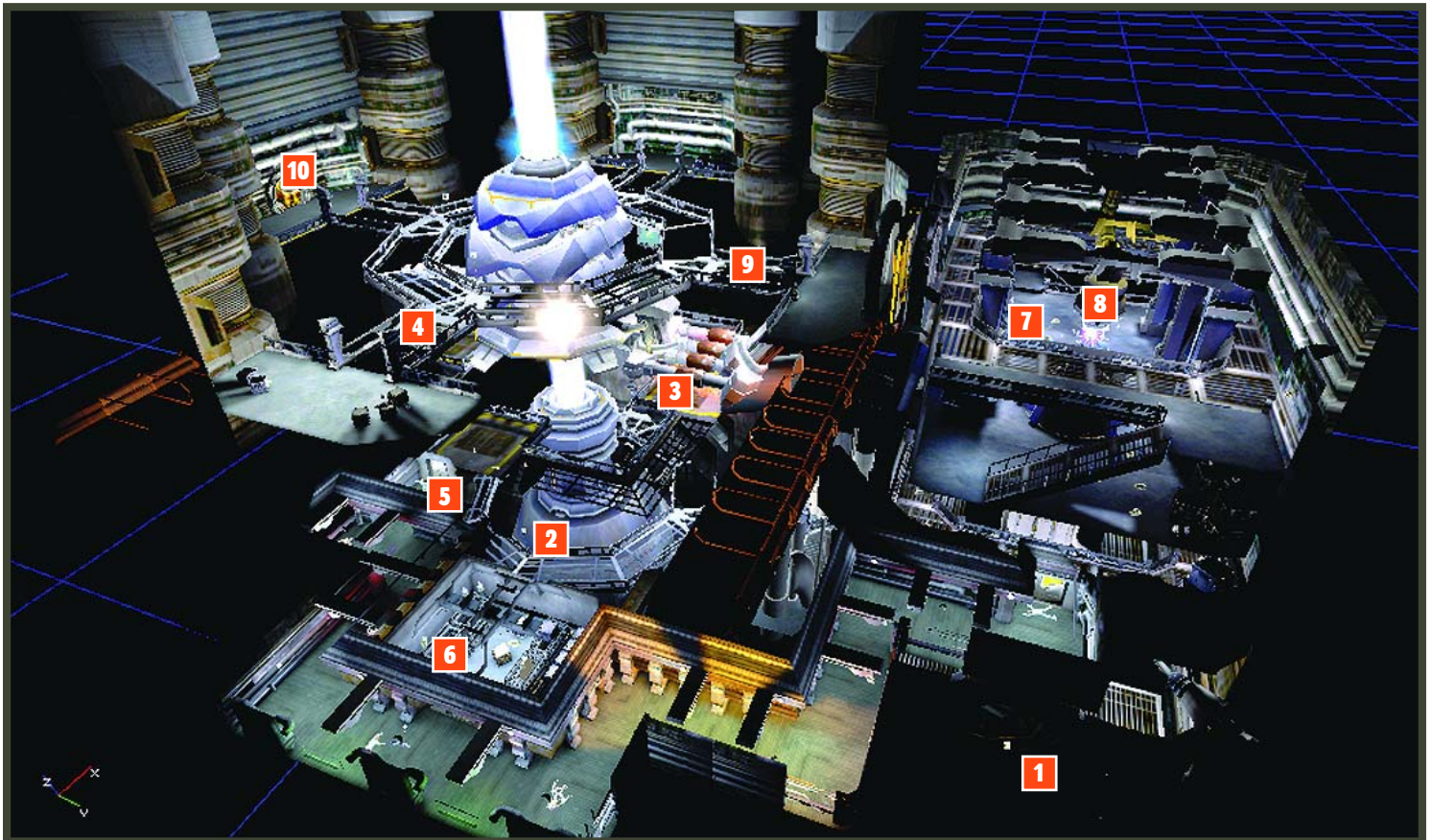
through the door. The next corridor segment is empty. Head through the far door to begin the next part of the mission.

Those Light Araknids are everywhere. Even fallen crates can't stop those beasts. Use the Flamethrower or Dispersion Pistol to exterminate them.



Another corner and more Araknids. Size doesn't matter when it comes to these ghoulies because they'll rock you just the same!

PART III: PLASMA CORE



After the new map section loads, Light Araknids wait to jump from either side of the machinery in front of you. If you stand still long enough they'll come to you. You're better off going to them. The door behind you is sealed, so your back is against the wall. Watch out for additional Light Araknids entering from the door on the right.



Get the yellow monsters before they come after you.

That door is where you're headed. It leads to the ion beam room. After you deal with the Light Araknids, go through, but hang back in the doorway. Several Medium Araknids wait for you. Deal with them before moving inside. There might be a couple Light Araknids as well if all of them didn't come out to meet you in the outer chamber, so stay alert.

Check the catwalk around the ion beam for ammo, then take the lift to the upper level. The upper catwalk is crawling with Medium Araknids, so be ready. After dealing with the enemies, stock up on health and shields before moving on.

CAUTION

When fighting the Araknids on the upper platform in the ion beam room, don't back up too far toward the lift. The lift car is on the lower level, so backing up into the lift door could cause you to tumble down the shaft.

TIP

If you are close to maximum health and shields then don't get the power up just yet. You'll be coming past them again and next time you'll definitely need them.

LEGEND

1. Start (Lower Level)
2. Ion Beam Room (Lower Level)
3. Poison Gas Leak (Middle Level)
4. Entrance to Airshaft (Middle Level)
5. First Pod Encounter (Middle Level)
6. Weapons Room
7. Pod-Converted Floor
8. Generator
9. Ion Beam Room Catwalk (Upper Level)
10. Exit to Round Elevator (Finish)



Light and Medium Araknids are waiting on the catwalk for you to join them. Stick around the door and let them come to you.

Ride the lift to the upper level to blast more Araknids with your shotgun.



To the left, the catwalk is blocked by a plasma gas leak, so turn right. When you get to the broken fan, crouch down and climb up into it. The airshaft above is full of Light Araknids, so be ready. A few visit you as you're climbing up, but that's just the tip of the iceberg. When you enter the upper shaft and turn right, dozens of Light Araknids come at you. Your best defense is the Flamethrower. Lay down a line of fire that fills the shaft and wipes out the aliens before they can get to you.

CAUTION

Don't touch the plasma gas leak or you'll feel the pain and take lots of damage.



Since plasma gas is blocking one pathway you must follow the catwalk the other direction.

Unreal II

THE AWAKENING



The broken fan in the wall leads to an airshaft and lots of Araknids.

After eradicating the Light Araknid onslaught, proceed through the shaft. Round the corner, and continue to the top of a slight rise. There's another wave of Araknids awaiting you in the shaft beyond. Deal with them as you did the previous group. At the top of the rise is an observation window that overlooks the ion beam room. Use the ventilation control switch beside the window to activate a fan that clears most of the plasma gas that you saw leaking on the catwalk below. Retrace your steps through the shaft and return to the ion beam room. Follow the catwalk past the plasma gas. Stay to the far right as you move by the gas cloud to avoid damage.

There are dozens in the airshaft above the ion beam room.



If you follow the airshaft, you eventually get to the ventilation control switch. Activate the button on the right to see the the flames blocking your path disappear.



When you reach the catwalk's other side, a scientist steps through the door ahead and to the left, and is killed when the pods on the wall and catwalk hatch.

Remember the pods because you'll see a lot more of them. They can only hatch once, so it's safe to walk past the corpse and through the door.

Light and Medium Araknids are beyond the door and might be around the corner when you enter. There's also a pod on top of the crate ahead. Deal with all of the Araknids, blast the pod, and move on down the corridor.



Note the protrusions on the walls and crates. They're pods and if you get too close, they burst and inflict damage on you.

TIP

If you see a pod before it hatches, shoot it from a distance. Use the Dispersion Pistol so you don't waste valuable ammo on them.

The first door you come to (on your left around the second turn) leads to a weapons room full of guns, ammo, health, and energy. Enter, but don't go in too far. Pods are in the room. Destroy them before you collect the booty. Check for additional pods behind the crates and shelves!

Exit the weapons room, turn left, and continue down the corridor, checking the walls for pods as you go. More Araknids are around the corner, past the pipe that's leaking fire. Stay away from the fire when you're fighting the aliens!



This room has lots of goodies. Make sure you pop the pods scattered about the room before you enter too far.



Avoid or destroy dangers in the hall. These include fire, pods, and Araknids.

The door at the corridor's end leads to a catwalk above the area where you entered the Plasma Core section of the Hell map. When you step through, look both ways for the Araknids lying in wait. (If you pause in the doorway, rather than running through, you can blast some of them before they notice you.) Look for pods as you move around the catwalk to the door on the opposite side. Step through the door and grab the ammo and other goodies before proceeding up the ramp.



The catwalk is dangerous so be patient and kill any enemy that tries to attack.

The floor upstairs is covered with pods, so clear them out with the Flamethrower or pick them off one at a time with the Dispersion Pistol to save ammo. Light Araknids can hatch from the pods at any time (some are already lurking around), so don't stand around for too long. More pods are along the walls and past the generator. Medium Araknids also lurk in the area past the generator near the ramp. Clear the area and grab some ammo behind the crates under the ramp.

The floor is covered with dangerous pods. Use your Flamethrower or Dispersion Pistol to clean the floor.



After the bottom area is clear head up the ramp. The catwalk upstairs is inhabited by pods and Medium and Light Araknids. Deal with them and follow the catwalk around to the right. Retrieve the ammo by the corpse, then head through the round door.

The room beyond is crawling with Medium Araknids and a few Light ones as well. Hang back and take out as many as you can before they come after you. You can hit several of the Medium Araknids from a distance before they attack.

CAUTION



Don't expect Araknids to follow paths and walkways. They are more than capable of climbing over fences and handrails to sneak up behind you for a quick bite.

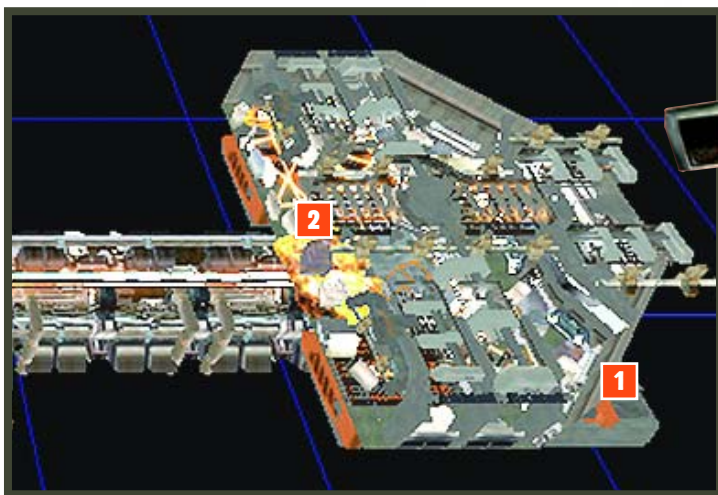
When the Medium Araknids are out of the way, head around the catwalk to the right. Take out the Light Araknids and pods in the first alcove, then collect the ammo and health. Another alcove on the chamber's opposite side contains ammo and energy if you need it. Head for the exit (the round door opposite the one through which you entered). The Araknids on the other side come through the door to greet you if you wait around long enough.

Follow the corridor to the end and step through the door onto the round elevator to ascend to the next part of the mission.

On the opposite side of the room as you came in is another large door. Kill the Araknids behind it and follow the passageway to get to the next part.



PART IV: MATERIALS LAB



LEGEND

1. Start (Middle Level).
2. Materials Laboratory (Upper Level).

The large door is locked down, and Aida informs you that you have to manually bypass it. Take the lift to the level above. The Araknids you've been fighting come from deeper in the base and your journey from this point on won't be fun. When you reach the materials laboratory level upstairs, you find two sealed bulkheads, one damaged bulkhead, and another lift. The top of the lift leads to the control room (your destination), but the top exit is blocked. You have to gain access the hard way.



Two bulkheads are sealed in the materials laboratory, but the third is only smashed. That leaves enough room for you to duck under to enter the next room.



Crouch and enter the lab through the broken bulkhead. The room is a shambles and is crisscrossed by deadly energy beams. Ammunition, health, and energy packs are scattered among the wreckage.

The lab control room is behind the window, up and to your left as you enter. Your path isn't easy. Starting at the broken bulkhead where you entered, turn left. To the right of the first set of beams is a little alcove with ammo for you. Now alternately crouch under and jump over energy beams until you reach the beam's source.



Don't touch the glowing beams. You'll either have to crawl under them or jump over them.



There's the source of the energy discharge in the lab.

Crouch and move under the front of the generator. When you're past it, turn left for some goodies and then right and go to the room's back wall. Turn right and follow along the wall (behind the block that reflects the beam). Walk around the sloped concrete block, and jump onto the two stacked black slabs behind it.

Turn right. A series of broken pillars extends across the orange plasma-like lake. Hop from pillar to pillar until you reach the third pillar, then turn right. Step onto the stacked black slabs and turn left. A series of pillars extends from your position, angling right. Hop across them and pause when you reach the third one (the long one that is like a flat arch).

Hidden among all this wreckage are some goodies for you to loot.



Jump across the pillars if you want to get to the other side. Don't fall off because the orange ooze on the ground will drain your shields in a hurry.

At this point, you can see the control room window, and the rest of your path is clear. Take a running leap off the end of your current perch. You don't have to make it all the way to the slated pillar—just far enough to clear the intervening energy beams and reach the pillar's base. Walk up the slanted pillar into the control room.



There's the control room. Carefully maneuver the fallen beams to climb through the broken window ahead.

Inside the control room, locate the bulkhead lockdown override and plasma beam control buttons and activate them. Step onto the slanted pillar and drop left, outside the window. The bulkhead doors are unlocked, so walk out.

Take the lift downstairs and walk through the bulkhead door. Araknids wait on the other side, so be prepared. When they're out of the way, it's a clear shot to the corridor's other end and through the door.

Hit both switches on the control board to deactivate the plasma beams and unlock the bulkhead doors.



More Araknids block your way once you open the bulkhead door.

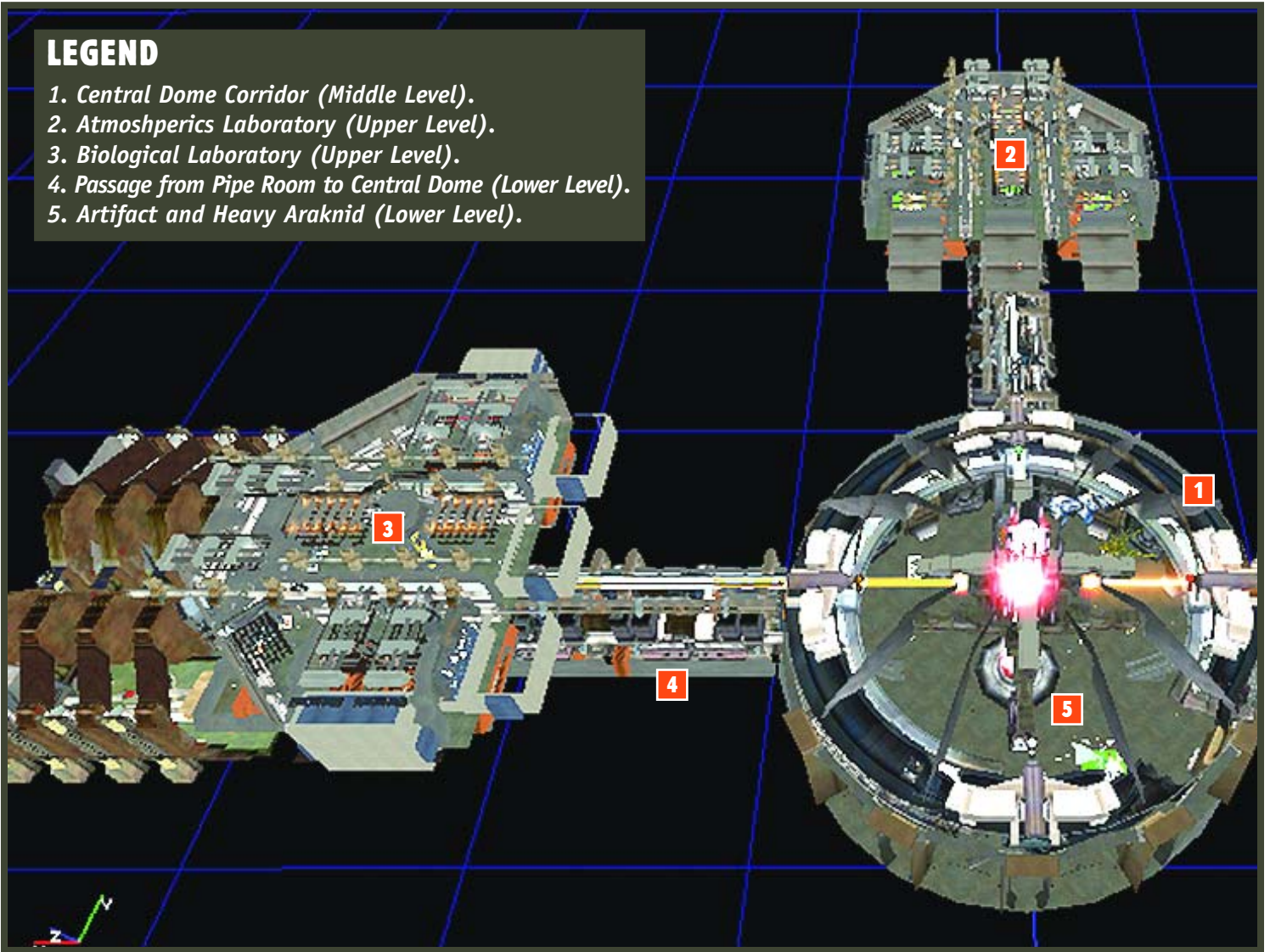




PART V: RESEARCH FACILITY

LEGEND

1. Central Dome Corridor (Middle Level).
2. Atmospherics Laboratory (Upper Level).
3. Biological Laboratory (Upper Level).
4. Passage from Pipe Room to Central Dome (Lower Level).
5. Artifact and Heavy Araknid (Lower Level).



Your goal is to get into the central dome—the dangerous-looking area behind the glass in front of you. Follow the curved corridor to the right, and go through the bulkhead door on the right side at the end. More Araknids and pods await you beyond. Clear the corridor, and go to the door at the other end.



The central dome behind the glass is where you need to go.



When the door opens, hang back and take out the Araknids inside. The green canisters around the room's perimeter contain poison gas that can hurt the Araknids when the canisters are shot, but be sure you're not standing too close when the canisters explode. The green debris left behind after the explosion is also dangerous, so avoid it. When the room is clear, head to the lift on the other side (keeping an eye out for pods) and ride upstairs to the atmospheric laboratory.



If you need extra help to battle the Araknids just shoot one of the green canisters to release dangerous green debris.

The layout of the outer chamber is identical to that of the materials lab. The three bulkheads are sealed, so turn right and take the lift up to the control room. There are five control switches here. From left to right they are:

- Side Chamber Pressure Controls
- Bulkhead Lockdown Override
- Plasma Beam Controls
- Central Chamber Pressure Controls
- Side Chamber Pressure Controls



So many switches, but which one do you press? Activate all of them if you want to get through this mission alive.

Activate all five switches. Take the lift down to the outer chamber. Collect the weapons, ammo, health, and energy behind the left-hand bulkhead door if you need it, then enter the central section of the lab through the middle bulkhead door. Climb onto the central dais and drop into the plasma beam tube. Crouch and proceed through the tube. Be prepared to deal with an onslaught of Light Araknids along the way.

At the end of the tube, the left hatch controls don't work, so exit to your right. Drop down the airshaft into the corridor below, where more Araknids lie in wait. More green canisters of poison gas scattered along the corridor make things interesting.

The plasma tube is a tight fit for you and the Light Araknids. Pick them off with your Pistol before they get too close.



Drop through the airshaft and get ready for action.

Stock up on ammo at the end of the corridor and exit through the door. The corridor beyond crawls with the usual mix of Hell aliens and more poison gas canisters. Clear the opposition, proceed to the room at the opposite end, and zap the Araknids inside. Take the lift on the room's opposite side to the biological laboratory.

The layout of the outer chamber is the same as the previous labs you've visited. The bulkheads are sealed, and that's for the best at the moment. Take the lift to the control room.

These bulheads are sealed. So just like before, take the other lift in the room up to the control room where you can activate more switches.



There are five switches on the control panel. Four of them open cages in the lab's left section. If you activate these switches, the caged animals (which you'll recognize as local specimens if you explored the planet's surface in Part I) run to the central lab and into the beam, growing to enormous size. They won't hurt you, but they hate the Araknids and try to kill them. Any enemy of the Araknids should be a friend of yours so release them.

Unreal II

THE AWAKENING



Hit all the switches and watch the caged animals run free...right into the high powered beam.

Be sure to press the bulkhead lockdown override button, descend to the lab level, and enter the right lab. Take out any Araknids in the room, then blast any that you see through the hole in the floor. When the corridor under the room looks clear, drop through the hole. Be on the lookout for additional Araknids in the corridor, and expect others to drop in through the hole if you linger in the area.

Those previously caged animals are pissed!



Light Araknids keep coming from the wall and move into the next room where they enter the beam to become Medium Araknids. Blast the little suckers before they make it to the beam.

There's only one direction you can go. When you come to the pipe room, quickly take out the Araknids you can see and run down the pipe.

At the bottom of the pipe, jump over the side (the water isn't deep or poisonous) and take out any remaining creatures. A couple more poison gas canisters are in the area, so watch where you shoot. Search the water for ammunition and weapons before proceeding to the walkway that bisects the water. Follow the walkway—there's only one direction you can go. Watch for pods.

Araknids stream at you from every direction. Use the pillars in the center of the room as cover while you blast the creatures.



The source of the ion beam and the artifact you need to retrieve are at the far end of the walkway through the broken wall. You must shut down the beam to get the artifact. A Heavy Araknid lurks inside. It drops in from the catwalk above when you enter the room.

The Heavy Araknid has multiple ranged attacks that can cause serious harm (see the enemy section for details). The worst of these is its pod-scattering attack. The creature creates pods all over the room. These pods hatch into Light Araknids and, if the Light Araknids get into the beam, they turn into Medium Araknids. You soon face a huge onslaught of enemies in a firefight the likes of which you haven't encountered before.



The Heavy Araknid is big and mean. Keep moving and keep firing. If you get pinned in one location, you're going to make a tasty meal.

Not only do you have to deal with the Heavy Araknid but you have to deal with Light Araknids that hatch from pods the big nasty scatters about. Try and shoot the pods before they hatch.



Keep moving and concentrate your fire on the Heavy Araknid. Don't get your back against the wall—the Heavy Araknid pins you there and you are dead if you can't break free. Get rid of pods when the Heavy Araknid deposits them. The more of them that hatch, the hairier things get. The Small Araknids run into the beam to become Medium Araknids.

You can't break the cover on the beam controls but, when you kill the Heavy Araknid, its death shriek breaks the cover for you. When this happens, deactivate the beam. Jump onto the platform and grab the artifact to end your tenure in Hell.

With the Heavy Araknid dead you can grab the artifact you've worked so hard to get.



CO-OP NOTES

It's good to have a friend on this level because there are a lot of Light and Medium Araknids that swarm out of the woodwork. If you encounter both kinds of Araknids at the same time each of you should focus on one type. The person who's in charge of Light Araknids can have his Dispersion Pistol or Flamethrower at the ready and the other one can have the shotgun ready for any Medium Araknids joining the fray. This is a good technique to use since some weapons work better on certain enemies.

When you get to the material lab you might want to send one person in to navigate through the beams to reach the control room while the other one waits behind. There's no need for two people to go. It only increases the risk that one of you will hit a beam or fall in the dangerous orange ooze on parts of the floor.

When you fight the Heavy Araknid at the end of the level each of you should have a specific task. One of you should have the Grenade Launcher or some other heavy weapon up and use it to blast the big nasty. The other person should have the Dispersion Pistol or Flamethrower out to take care of the pods and Light Araknids that get scattered around the area. By doing this the two of you can damage the Heavy Araknid and make sure that no Medium Araknids join the fray at the same time.





Acheron

BRIEFING

As you learned from Aida's briefing, Acheron is a unique planet that's covered by a giant life-form that the Izanagi Corporation's terraforming operation is slowly killing. That operation stopped several days ago, and it's believed that the corporation has found another artifact. Your assignment is to infiltrate the operation and assess the situation. The Izanagi goons are getting ready to extract the artifact by force, and you have to beat them to it.

MISSION OBJECTIVES:

Extract the artifact from the Izanagi terraforming operation.

Find a way down into the dig site.

Find the artifact in the dig site.

Arm all three detonators.

Get the artifact.

Escape back to your dropship with the artifact.

PART I: TERRAFORMING PLANT



LEGEND

- | | |
|------------------------------|--------------------------------------|
| 1. Drop Ship (Start/Finish). | 4. Ladder to Rocket Turret Platform. |
| 2. Construction Vehicle. | 5. Radio. |
| 3. Main Entrance. | 6. Elevator to Underground Tunnel. |



Acheron

Your drop ship is detected on the way in, so expect some company. Run to the left toward the large yellow vehicle. The first Izanagi is on the other side so sneak around and take him out when he's in range.

Move toward the terraforming plant, but stay off the road. You're an easy target if you approach in the open. The crates along the road's left side provide cover. If you go to the right of the road use the rocks as cover but don't stray too close to the cliff's edge and fall to your death.

TIP

Grab the weapons and ammo off the corpses. You can always use more.



Your first victim. Enjoy.

Those Izanagi goons aren't so tough. A few well-placed shots from your CAR will drop them in no time.



Watch for flying explosives as you approach the main entrance because the Izanagi guards wield grenade and rocket launchers. Several guards are hidden on and near the construction vehicle in front of the entrance. Approach with caution and take them out using the surrounding rocks for cover.

After you eliminate the outside enemies, another fool arrives through the main entrance. Use the alt fire on your CAR to take him out before he exits the structure. Run inside and get the health, energy, and ammo before you move on.



Something good must be in that building since the guards have so much heavy fire power. Destroy them and then get into the building.

Follow the walkway around the building's right side, remaining close to the wall. When you round the corner and see the large, steaming vent, slow down. A Rocket Turret is on the platform to the right of the building on the other side of the vent. If you approach in the open from the right, it detects you and opens fire when you're halfway around the vent. Use the Rocket Launcher to destroy it before you proceed to the building. It takes about four rockets until it blows up. If it starts to fire at you just duck to the left or right to avoid any damage.



That's a Rocket Turret across the way...

...and from the hail of rockets heading your way you can tell it's not happy to see you.



If the Izanagi guard off to the right near the crane hasn't spotted you, now is a good time to get his attention. Get close to the crane and take him out before he starts shooting at you.

Now climb the ladder onto the Rocket Turret platform. Some Izanagi wait up there, so lob Frag Grenades to clear the way. Move left around the central structure and take care of the Izanagi on the other side. Look for the health station (and use it if necessary). Next to it is a radio. Pick it up and use it.

Unreal II

THE AWAKENING



A lone Izanagi guard tries to get your attention.

The Rocket Turret platform is crawling with Izanagi thugs. Use your Flamethrower to make them dance then detonate them with grenades.



After you use the radio, go to the ladder you ascended to reach the platform. From here, you can see the pit which is actually an orifice that leads into the guts of the planet-sized alien.

PART II: RESPIRATORY TRACT

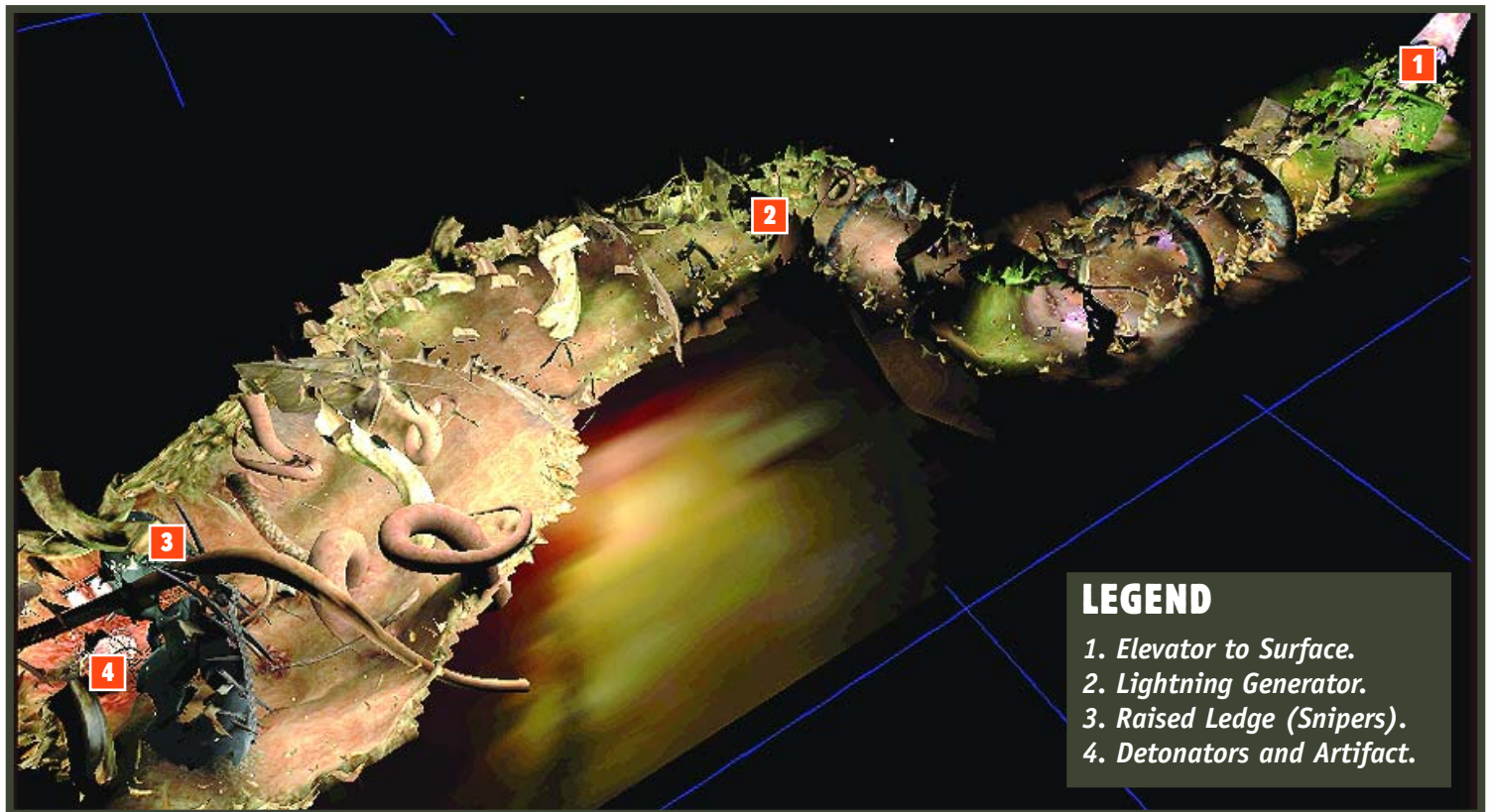
Climb down from the platform, and proceed to the pit. Avoid any smaller pits you see on the way (the ones with teeth) because if you fall into them, you take a great deal of damage. When the elevator reaches the top kill all the Izanagi on board. Step onto the elevator and descend to the shaft's bottom.



Kill everyone on the upper platform and have a little chat on the the radio.



Kill the Izanagi on the elevator and jump on.



LEGEND

1. Elevator to Surface.
2. Lightning Generator.
3. Raised Ledge (Snipers).
4. Detonators and Artifact.

Acheron

Enjoy a brief bit of rest as you ride the elevator to the bottom where you can head down the tunnel. Moments after starting down the tunnel, you encounter Izanagi. Take them out and continue. Look for additional guards as you proceed. Check high and low—not all Izanagi troops are on the ground. Use the uneven terrain and protrusions for cover.



The Izanagi soldiers in the tunnels die just like the ones topside. Try to hit them from far away with your CAR.

You'll come to a nonfunctional lighting generator with a crate, ammo, and health pickups next to it. You're now about halfway to the end of the tunnel. Just beyond you receive your new objective: "Arm all three detonators." You must deal with additional enemies in this area before moving on, so stay alert.

When you see more mine equipment and boxes, the shooting is about to start. Look up and to your left—the Izanagi goons like to snipe from the platform there. Find health and energy stations on this platform.



The nonfunctional lighting generator means you're almost there.

Before you get to the end of the tunnel, climb the dirt trail to get to the upper walkway.



Exit the upper platform and make your way to the end of the tunnel and to the artifact you've been sent for. Three detonators are attached to the glowing orb on the floor. Arm them and get out of the way.

After the explosion, grab the artifact (which sits in the depression that held the orb you blew up) and run to the elevator. The explosion wakes up the creature, and it starts to fight. Avoid the flying orbs; they are spores that flock to you and cause damage when they make contact. Shoot them before they get close.



The artifact has three detonators on it. Arm them all then run for cover.

After the detonators blow you can grab the artifact.



Watch out for the floating orbs. Blast them with your shotgun before they get close enough to harm you.

Watch for the green ooze flowing from the walls. This liquid is the creature's digestive fluid. Contact causes damage, so avoid the flow. When you come to a pool of fluid on the floor, move past on the ledges above the affected areas.

You encounter a few Izanagi goons along the way. Don't worry about them—between the spores and the digestive juices, they're too busy to worry about you. Don't worry about

Unreal II

THE AWAKENING

fighting every flying orb, just the ones ahead of you. They're not too fast and you should be able to out run them as you make your way to the tunnel entrance. When you get to the end, shoot any more orbs in your way and jump on the elevator to get out of there.



As you run down the tunnel avoid the floating orbs and any straggling Izanagis. And don't forget to steer clear of the green ooze.

Finally you made it back to the elevator. Jump on to rise to the surface.



CO-OP NOTES

It's nice to have some backup when you take on those Izanagi punks. While one of you distracts them in a fire-fight, the other can circle around and fire at them from a different direction. Use this same technique when you're down in the underground tunnel and you run into more Izanagi. And with two people shooting at the attacking spores on the way out you should take less damage.

Severnaya

BRIEFING

Your incursion on Acheron has caused massive repercussions, resulting in an Izanagi uprising on Severnaya. A squad of marines tried to destroy the dam that provides power to the Izanagi installation on the planet, but they failed and were cut off. Two men are stranded there, and it's up to you to locate and rescue them.

MISSION OBJECTIVES:

- Make contact with surviving marines.*
- Save the marines from the attacking mercenaries.*
- Infiltrate the dam.*
- Find and arm the first explosive charge.*
- Find and arm the second explosive charge.*
- Find and arm the third explosive charge.*
- Escape back to your drop ship.*

The marines are pinned down by a number of Izanagi behind the hills to the right of your starting position. The only approach is a direct one. Use the hilly terrain as cover as you approach.

As soon as the marines are in sight, one of them gets killed (there's no way to prevent it). After you take out the Izanagi pinning the marines down, the second marine approaches you and gives you a situation report. Send him on his way and

take over his mission—the destruction of the dam. Scour the area where the marines were hiding for weapons and equipment. Pick up the EMP Grenades that the live marine leaves behind. Also pick up the Sniper Rifle that belonged to his dead buddy. It makes your mission a lot easier.



The stranded marines are nearby. Run up the trail to the right of your starting location.

Those Izanagi thugs took out one of the marines. Make them pay the hard way—with their worthless lives!



PART I: SEVERNAYA



LEGEND

1. Drop Ship (Start).
2. Marines.
3. Snipers (Inside Dam).
4. Main Dam Entrance.
5. Waterfall Entrance.

Your first task is to infiltrate the dam. Follow the ridge to an area above the water, bearing right from the marines' position. Use the Sniper Rifle to take out the Izanagi patrolling in front of the dam from long-distance, then continue up the ridge and toward the dam. Follow the path to a metal bridge that runs perpendicular to the dam. Use the Sniper Rifle to drop the guy at the other end.

Ease your way onto the bridge and get behind the stacks of crates. Check the four windows at the center of the dam until you see two additional Izanagi stationed above the main entrance door. Take them out with the Sniper Rifle if you can get a clear shot without putting yourself in the line of fire. Killing them now saves you effort later.



Enemies far away on the dam become much closer with the use of the Sniper Rifle. Put them down before they can get a shot off in your direction.



Unreal II

THE AWAKENING



Shots are fired from the dam after you start to cross the metal bridge.

NOTE



Are those pesky creatures flying around in the sky distracting you? With the Sniper Rifle you can take them out with ease. It's a waste of ammo, but at least you have fun doing it.

The main door in the center of the dam is sealed, so don't bother with it. Follow the narrow walkway on the face of the dam and take the ladder down to the ground below. Staying close to the dam (and taking care not to fall over the edge of the cliff), head for the waterfall issuing from the center of the dam. Approach the opening cautiously—the area inside is patrolled, and there's an Auto Turret on the bridge spanning the river. Without entering the water, edge out and use the Rocket Launcher to blast the Auto Turret. Afterward, eliminate the patrolling Izanagi.



With the doors locked. You'll have to make your way down the ladders.



The Auto Turret is deadly. Blast it with your Rocket Launcher before you enter the tunnel where the water flows.



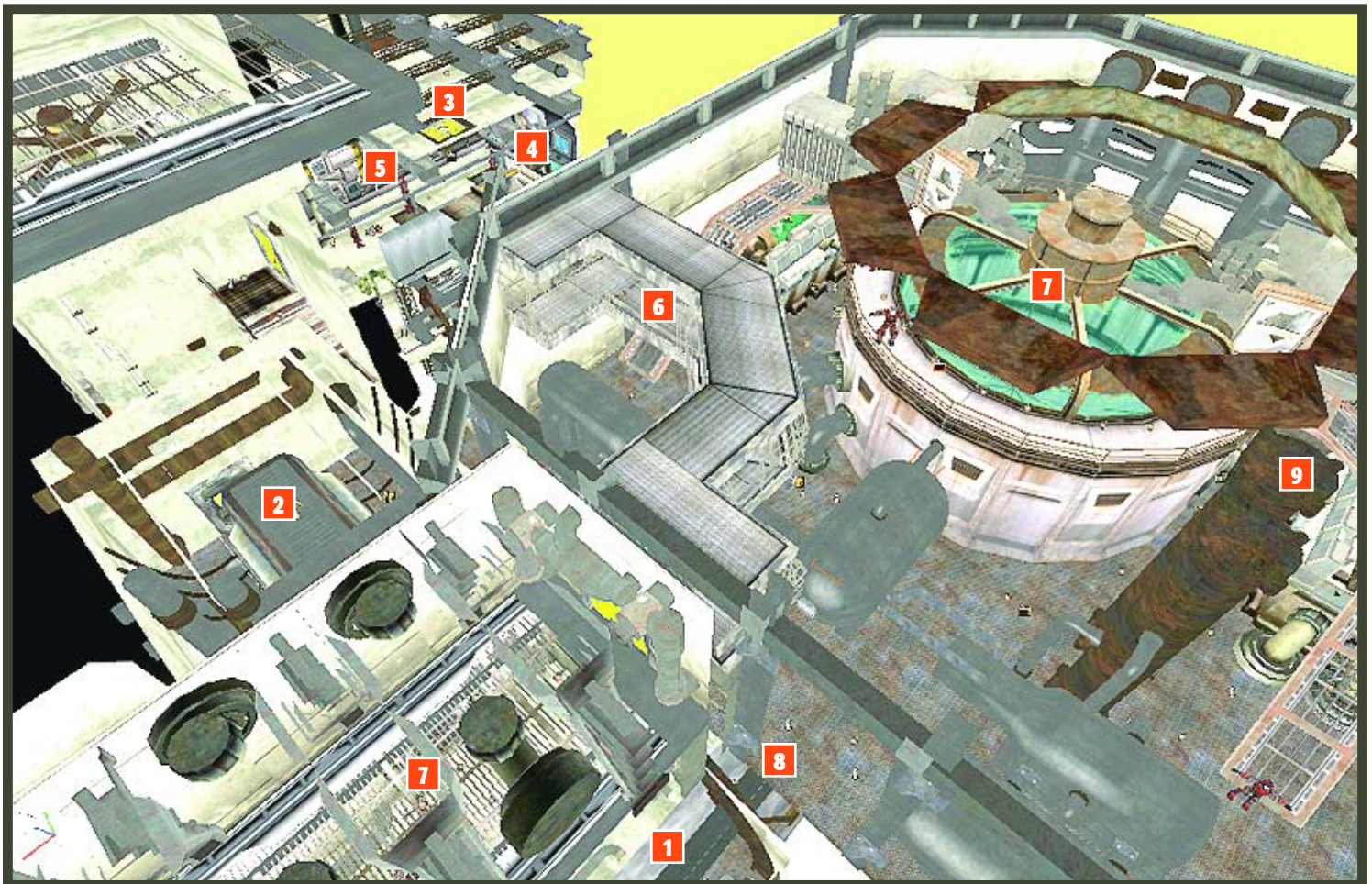
When the coast is clear, step into the water and run inside. Don't stop moving, or the current will carry you over the waterfall! Go past the back end of the platforms and turn right. Climb the ladder onto the right-hand platform. Cross the bridge and head through the door on the other side. As soon as you step through, you move on to the next part.



Climb the ladder in the back of the room and cross the bridge.



PART II: DAM INFILTRATION



LEGEND

1. Start (Lower Level).
2. First Detonator (Middle Level).
3. Grate to Security Office.
4. Security Office.
5. Second Detonator.
6. Turbine.
7. Corridor to Sniper Position (Upper Level).
8. Corridor to Main Entrance (Middle Level).
9. Third Detonator (Behind Turbine).

After you get to the next area, you are detected and there is no going back. Continue through the door on the other side of the room. There's a red vent to the left of the stairs, but for now make your way up the stairs to the next platform. Shoot the two Izanagi troops that run down to meet you. Grab their fallen weapons and return to the base of the stairs and the red vent.

Walk into the vent in the corner and continue through into the narrow corridor beyond. Turn around and blast the Izanagi who respond to the alarm through the vent opening before you continue.

Climb the ladder at the end of the corridor. The first of three shortwave detonators is mounted on a tank at the top of the ladder. Arm it.



Drop the foolish Izanagi troops on the stairs leading up.



Unreal II

THE AWAKENING



The stairs get you to where you want to go, but enter the vents because you need to find the detonators.

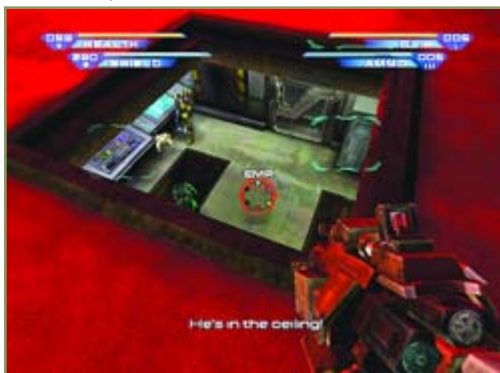
That's the first shortwave detonator you need to activate.



After you turn around (with the first detonator behind you), you see a metal girder leading up. A ladder is attached to the other side of the girder. Climb up, cross the catwalk above (crouching under the pipe to do so), turn left, and climb the ladder to the next level. Proceed along another catwalk and up another ladder, and you emerge in a crawlspace in the ceiling above a security office.

Crouch and move to the first grate. Open the grate and blast the Izanagi below. The fastest and safest method is to lob a couple of Fragmentation Grenades in before the room's occupants look up and see you. When the coast is clear, drop down into the room.

Go to the control panel and use the central keyboard to unlock the doors. Open the lockers along the wall and stock up on health, ammo, and energy. When you're ready, head through the door at the end of the room (not the one on the side wall).



Use the Grenade Launcher to clear the security office before you drop in.

Activate the central keyboard to unlock the doors, then scavenge through the lockers for any goodies. Head for the door at the end.



Go down the stairs and make a left through the first door. Walk off the catwalk and onto the pipe on the right, then jump up onto the platform on your left. The second shortwave detonator is there. Arm it, then step back onto the pipe. Drop onto the floor below and exit through the door.

Turn left and enter the lower level of the turbine room. Enter the room cautiously. Stay by the doorway and eliminate any enemies you spot.



There's the second shortwave detonator. After you activate it, you only have one more to go.

Use the doorway as cover as you blast any guards who expose themselves.



The path to the left is blocked, so proceed right cautiously, hugging the black tanks ahead of you. When you get to an opening, head deeper into the room, toward the turbine. There's a security forcefield to your right and, when you get far enough inside, another springs up to cut off your retreat. In addition to any human patrols in the area, there is an Auto Turret on the catwalk above, to the right of the turbine. Use the Rocket Launcher or EMP Grenades to destroy the turret as quickly as you can. Use whatever cover is available to minimize your injuries.



An Auto Turret pins you down near the turbine.

After you deal with the Izanagi and the Auto Turret, fire an EMP Grenade into the forcefield at the bottom of the ramp. Go up the ramp and follow the catwalk around the perimeter of the turbine, watching for enemies on the platform across the room to your left. Descend the ramp on the opposite side. Take out the Auto Turret in the alcove to the left, and turn toward the back of the room. A forcefield blocks the corridor that leads behind the turbine. Use an EMP Grenade on it, then deal with the Izanagi beyond (if he isn't taken out in the blast that destroys the forcefield).



Those security forcefields are no match for your firepower. Fire a couple of grenades into it to blast it to pieces.



Don't these foolish Izanagi troops ever learn not to mess with you?

Before you traverse the short corridor, bounce grenades down the corridor so that they explode at the opposite end. Another Auto Turret hides there, and it's best to disable it before you step into its line of fire.

Against the back wall of the room is a series of pipes that looks like a staircase. Position yourself in front of the bottom pipe and keep jumping and moving forward until you're on the top pipe. Walk along this pipe until you reach the other

end, and descend to the floor on the other side in the same manner. On the floor below, grab the shielded power-up under the pipe you crossed.



The set of pipes make some nice stairs. Climb them and follow the top pipe to the other side.

The third shortwave detonator is to your right, on the backside of the turbine. Arm it and get ready to run. You now have five minutes to exit the dam before the charges blow. Just to the left of the detonator is a stair step arrangement of three pipes. This is the most direct route out of the room. Jump up the pipes and crouch through the opening at the top. Run toward the forcefield and disable it with an EMP Grenade. More Izanagi are streaming into the room by this time, and if you time your blast right you can take out one or two when the forcefield goes. Eliminate any additional resistance quickly, and then head for the door you used to get into the area. Your exit is the orange-colored main entrance to the dam that is directly ahead.



There's the last detonator.



After arming the last detonator, you only have five minutes to leave. Navigate the obstacle blocking your path to the left.

Unreal II

THE AWAKENING



Shoot any resistance you meet and run toward the entryway.

CO-OP NOTES

The first part of this mission isn't too difficult. Just follow the right wall, taking out enemies as you make your way to the dam. After the first confrontation, you'll have to decide who is a better shot with the Sniper Rifle because there's only one.

Once inside the dam, it will be easier to defeat all the patrolling Izanagi with a partner. And those Automatic Turrets are a piece of cake when two people are firing at them.

TIP

Unless you have no alternative, don't pause to engage any enemies on your way out of the dam. Aida keeps you up-to-date on the ongoing countdown, and the five minutes pass quickly. You need to get back to the drop ship before time runs out. The level finishes when reaching the dam entrance door.

CAUTION

Make sure your partner knows how to get out before you activate the third explosive charge. You only have a few minutes to get out and you don't want to leave your partner behind to die, do you?

Kalydon

BRIEFING

The *Atlantis* has set down at Military Outpost Kilo Five Seven on Kalydon for repairs. The ship lands behind a shield wall, but Liandri Angel Mercenaries are expected in short order—and that means trouble. Your job is to hold down the fort long enough for Isaak to complete the ship's repairs.

MISSION OBJECTIVES:

Find the cache of defensive equipment.

Set up defenses to prepare for enemy assault.

*Defend the wall until Isaak repairs the *Atlantis*.*

PART I: KALYDON

When you arrive on the surface, Isaak briefs you on two new types of equipment—Plasma Field Generators and Rocket Turrets. These devices will help you hold off the enemies. To pick up these items, step up to them and tap the Activate button. To deploy them, select the item as you would a weapon and tap your Primary Fire control. Play around with the equipment to get the hang of placing it and picking it up. When you're comfortable with the equipment's operation, pick up the turret and generators. For detailed information on Plasma Field Generators and Rocket Turrets, check out the weapons section.



Plasma Field Generators will hold off your enemies...

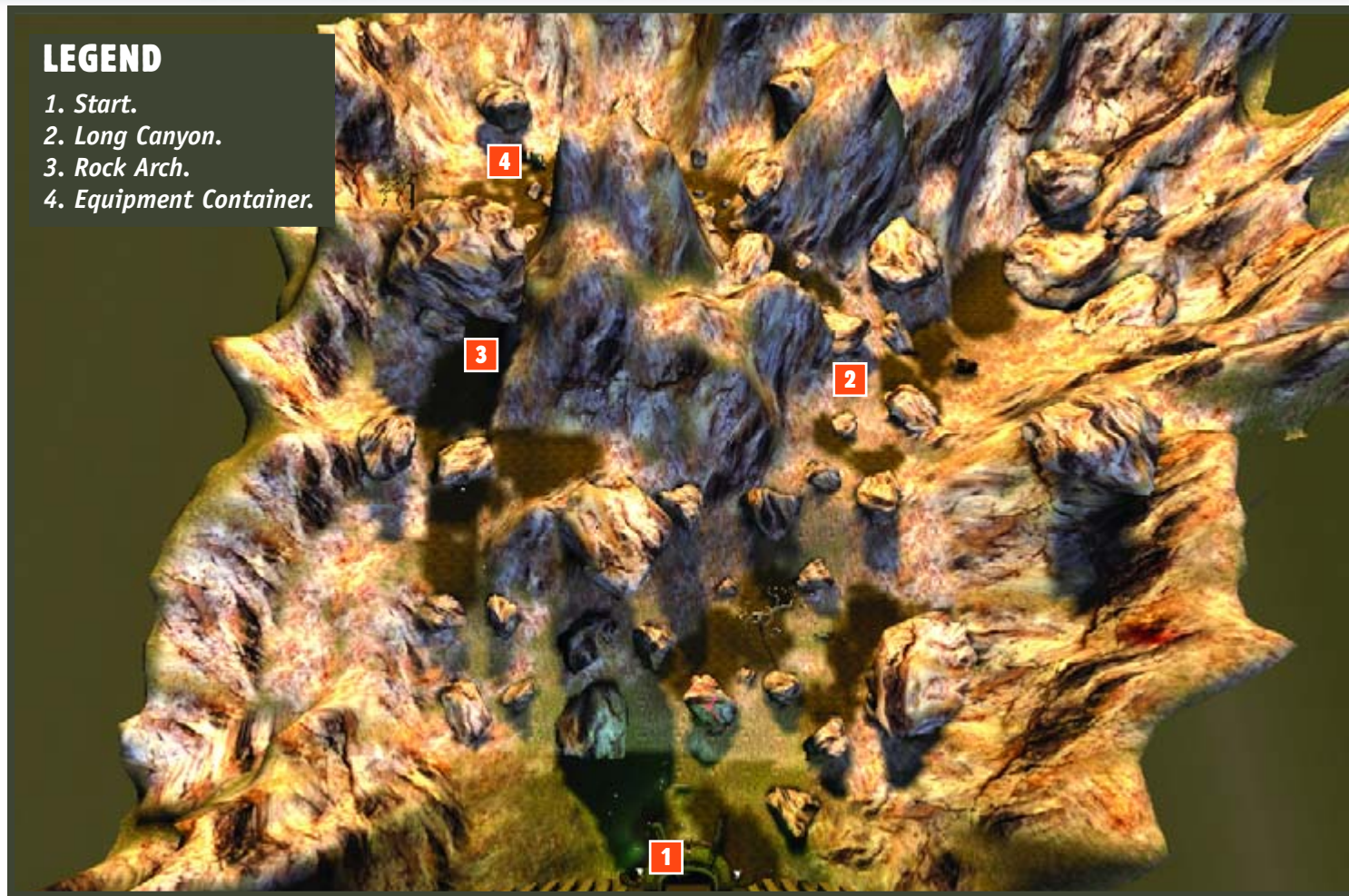
...while your turrets mow them down.



Your first task is to find a cache of defensive equipment that was dropped in the wrong area. There are two ways to get there.

LEGEND

1. Start.
2. Long Canyon.
3. Rock Arch.
4. Equipment Container.



One way is to head down the long canyon to your right, away from the building. When you reach what appears to be the end of the canyon, look on the left side of the cliff wall. When you find a grassy path, follow it into the hills. The cache of equipment is over the ridge in a small valley.



Take the right trail from the starting location, and look for the grassy path. Head down the canyon to find an equipment cache.

The second way would be to head into the hills on your left, following the only available path. At the top of the hill, you come to a rock arch. Move through the arch to see the equipment container in the valley.

If you take the left trail from the starting location, go into the hills and under the rock arch to get to the equipment cache in no time.



Both paths are safe so it doesn't really matter which one you choose. When you get to the equipment cache, get inside the large canister and grab the Rocket Turrets and Plasma Field Generators inside. Doing so triggers a countdown to the arrival of the first wave of Liandri Angels, whose ship arrives at the end of the long canyon farthest from the building.

Leave the valley where the defensive cache is stored via the path through the rock arch. Set up two Plasma Field Generators and one Rocket Turret to block the path through the arch on your way out.

Unreal II

THE AWAKENING



The first wave of Liandri Angels is in sight. Your automated defenses should take out a good number of the intruders, but pick off as many Angels as you can to prevent them from damaging the Plasma Field Generators and Rocket Turrets. Your ammo is limited in this mission, so make every shot count.



Grab all the equipment from the large canister—you're going to need it all after the Liandri start arriving.

Set up your new equipment under the arch.



NOTE

Four waves of Liandri arrive in this mission. The arrival of each successive wave is triggered by the eradication of the wave before it. Despite the fact that you are providing time for your crew to complete repairs on the *Atlantis*, time has little to do with it. No matter how long the fighting lasts, the mission doesn't end until most of the fourth wave of Liandri is defeated.

CAUTION

Most of the Liandri Angels are easy to deal with, but the Heavy Angels have a lot of protection and their armor allows them to fly! When one of these Angels is nearby, make her your primary target.

TIP

Set the Plasma Field Generators far enough apart so they block the path with no space to step around the sides. Don't place them too high on the rocks. Doing so leaves an opening under the field that is large enough to move through.

Proceed to the mouth of the long canyon on the building's side, and create a defensive perimeter. Set up the remaining Plasma Field Generators to block the canyon path, and set the two remaining Rocket Turrets on opposite sides of the canyon, on high positions that provide a clear field of fire up the canyon away from the building.



A good defense will lead to good offense when the Liandri arrive.



After you get your defenses set in front of the long canyon, those Liandri Angels charge in for the attack.

Stay close to the boulders for cover and pick off the Angels before they can damage you or your equipment.



When the last member of the first Liandri attack force is killed, the next wave arrives. The second wave sets down in the valley where you retrieved the defensive cache and moves toward the building through the rock arch. Move into the hills to a position where you can watch the attack. The more Liandri you shoot, the longer the defenses hold.



Kalydon

When the second wave is wiped out, grab the Rocket Turret in the arch (if it hasn't been destroyed). Head toward the building and take up a sheltered position away from your defenses in the long canyon. The third wave arrives in the canyon within a minute.

The second wave hits your defenses near the rock arch. Pick them off as they try to get past your defenses.



The third wave of attackers charge from the long canyon. Assist your Rocket Turrets in eliminating this threat.

CAUTION



When firing toward your automated defenses, avoid using high explosives (rockets and Frag Grenades). These weapons, carelessly targeted, can damage or destroy your Plasma Field Generators and Rocket Turrets.

After dealing with wave three, grab any remaining nearby Rocket Turrets. Retreat toward the concrete barrier in front of the building, setting up Rocket Turrets so they face the tall rock formation that bisects the long canyon and the path to the rock arch. Take a position behind the concrete barrier and wait for wave four to arrive. They land on top of the rock formation.



Use the concrete barrier for cover when the fourth and final wave attacks.

Stay behind the barrier, and pick off any Angels that get past the Rocket Turrets. Watch your left flank to make sure none of your enemies runs around the rocks there.

Eventually, Isaak pronounces the repairs complete and opens the building door behind you. Run through the door to end the mission. If any Liandri remain, watch for incoming fire.



The Angels stream toward the door you're trying to get into. Set up your defenses and blast any fool who gets in your sights.



Unreal II

THE AWAKENING



After the repairs are done, bolt for the door and get the hell out of there.

CO-OP NOTES

Kalydon is a great place to have a partner backing you up with extra weaponry. You can use all the help you can get after the Liandri Angels start landing. First, the two of you can set up the Plasma Field Generators and Rocket Turrets at each entrance to the wall. After your defenses are set, you can team up and defend against each wave as they try to attack. Stick together and move from the long canyon to the rock arch, depending on where the wave is attacking at the time.

NOTE

If Liandri Angels remain after Isaak says the ship is ready to leave, you don't have to kill them to complete the mission.

Sulferon

BRIEFING

A secret Izanagi facility on Sulferon has developed a tool to detect alien artifacts like the ones you recovered in previous missions, and the marines want it. Your orders are to infiltrate the Sulferon facility and retrieve data on the artifact-detecting tool.

MISSION OBJECTIVES:

*Clear the base and surrounding area of all enemy forces.
Obtain the important data from the installation's computer system.*

Deactivate the distress call.

Protect the technician until he can retrieve the information from the damaged computer.

Destroy all attacking forces.

PART I: IZANAGI FACILITY

Note the Izanagi patrols and defenses in the opening cutscene. Your first task is to approach the base and take them out, so learn what you're up against.

Cross the landing pad to the first sand dune that lies between you and the base. Use the scope on the Sniper Rifle to look at the base. Two Rocket Turrets are visible from this angle. Remember their positions.



Run to the sand dune nearby to get some cover while you scout.

Get the lay of the land. Note the Rocket Turrets along the base wall, one on each side of the bones in this image.



Stay low, turn left, and move parallel to the sand dune. A couple of Izanagi patrol this area. Using the bones and crates in the area for cover, take them out.

Move toward the building and use the terrain features as cover. Pause from time to time and use the Sniper Rifle scope to search the horizon for additional Izanagi troops. Pop them from a distance, keeping in mind that your Sniper Rifle ammo is extremely limited. The Izanagi patrols are heavily armored, so it takes a couple of Sniper Rifle shots (or a well-placed head shot) to put them down.



LEGEND

1. Landing Pad (Start).
2. Outer Wall.
3. Inner Wall.
4. Courtyard.
5. Front Door.
6. Lower Control Room (Inside, Lower Level).
7. Upper Control Room (Inside, Upper Level).
8. Back Door (Side of Building, Lower Level).



There are a number of Izanagi patrol between you and the facility you're heading for. Use your Sniper Rifle to try and take them out from afar.

Some Izanagi guards are heavily armored. If they get too close for comfort, use your Shotgun to take them down.



The Rocket Turrets can detect you as soon as you reach the far side of the smoking crater adjacent to the landing site. Stay low in the crater until you're ready, and then run toward the pile of bones that lies between you and the building. Stay mobile and use the Rocket or Grenade Launcher to take out both turrets.

After the turrets are disabled, move in from the right, past the wreckage of the right-hand turret, and turn left into the space between the outer and inner walls. Turn right and enter the courtyard through the first opening in the inner wall.

Unreal II

THE AWAKENING



Those turrets are deadly if they get a bead on you. Use the terrain as cover while using rockets or grenades to blow them up.



Move through the hole in the wall to enter the inner courtyard.

CAUTION



Another Rocket Turret is positioned at the far end of the walkway. If you stray far beyond the first opening in the inner wall, it fires on you.

Shortly after you step through the opening, you're spotted, and the Izanagi trigger a distress signal. Use the wall for cover and take out any Izanagi milling about the courtyard from long range. (Hopefully, you still have a few rounds remaining in the Sniper Rifle.) When the coast is clear, cross the courtyard and enter through the front door. If you are spotted in the courtyard, the Izanagi might trigger a distress call. They eventually trigger the distress call anyway, so don't worry about it.



You made it into the inner courtyard. Finish off the opposition that streams from the facility after the alarm is activated.



More Izanagi are inside the building, in the junction room beyond the stairs. There are also three Auto Turrets. The one visible from the entrance fires at you when the door opens. Have your Grenade Launcher ready, and fire at the first turret as soon as you step inside. Lob the grenades high so they reach the top of the far staircase—direct hits are more effective.



This facility is heavily-guarded. A turret fires at you as soon as you enter the facility.

Check the corridors to the left and right for additional Izanagi before walking downstairs. Don't bother with either of these corridors for the time being.

The second and third Auto Turrets are in the junction room's back-right and front-left corners. When you start down the stairs, the rear one fires at you. Use the Grenade Launcher to put it out of commission. Bounce a couple of grenades around the corner to your left to knock out the third turret before ascending the steps.



Kill any wandering Izanagi inside before they can do you any harm.



More deadly turrets fire at you when you get farther inside.

There are more Izanagi in the junction room, and reinforcements file in from the corridors to the right and left. Prepare for them.

With your back to the stairs, turn right and go through the door. Expect additional Izanagi in the corridor beyond, and watch your back—reinforcements might arrive from that direction as well. Clear the corridor and proceed through the next door. Deal with more Izanagi forces in the room beyond and take the ammo, energy, and health scattered around the room. During the battle, one of the Izanagi blows the control panel. This is inevitable, so don't worry about it.



Follow the hallways to get to the room with the control panel. Kill any Izanagi's that try to interfere with your plans.

Load up on supplies when you get the chance.

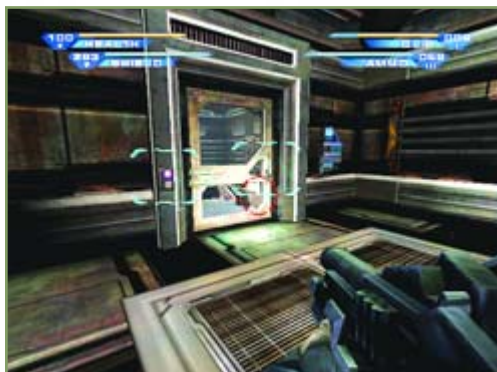


Exit the room using the second door (the one you didn't enter through). In the corridor beyond, just behind the stacked crates, is another Auto Turret. It faces the other direction, so you're safe. Edge out from behind the crates and use the Dispersion Pistol to destroy the turret. (It takes many shots with this weapon, but using it conserves other scarce ammunition.) When you destroy the turret, proceed through the door at the opposite end.

You should recognize where you are now—back at the entrance to the facility. Walk forward down the corridor, past the door through which you entered the building, and proceed to the room at the far end. Deal with any Izanagi troops, then board the lift and ascend to the level above.



The best Auto Turrets are the ones facing the opposite direction.



Once you loop around to the front entrance, you can continue to follow the path straight and ride an elevator to the upper level.

Your goal now is to deactivate the distress call. At the top of the lift, turn left or right to reach the control room. Either way, expect to encounter Izanagi guards. Eliminate them. Collect the weapons and ammo against the wall opposite the control console before you deactivate the transmission switch in the center of the console.

If the mission doesn't end when the distress call is deactivated, there are still enemies remaining. Search the base inside and out, and eliminate everything that moves. When all enemies are eliminated and the message is shut down, the next phase of the mission begins.



More Izanagi goons try to defend the second floor.

Unreal II

THE AWAKENING



Once you deactivate the transmission switch on the console, you move on to the next part. That is unless there are more enemies alive for you to kill.

PART II: FACILITY DEFENSE

A marine ship drops off a technician to retrieve the data you came for and a group of marines to help you defend him.

The first of three ships full of Izanagi Ghost Warriors arrives a little over a minute after the mission begins (watch the countdown). Deploy your marines immediately (step up and talk to them to give them orders). Deploy the marines as follows (in the order shown):

Lt. Cosner: Guard the front wall

Lt. Caruso: Guard the front door

PFC Taba: Guard the back door

Sgt. Easley: Guard the control room



The marines in the control room are yours to control. Deploy them to the appropriate locations and let them do most of the work.

NOTE

The "back door" is on the side of the building (the left side as you face the main entrance from the outside).

Pick up all available ammo and weapons, and pump up your health and energy as far as you can before heading out the front door. Assume a position outside the door and grab your Sniper Rifle. Now, sit back and wait for your enemies to come to you.

The first Izanagi ship touches down on the pad where you landed at the start of the mission. Crouch and wait. Watch your marines, the wall's openings, and the open spaces at the wall's ends. When the Izanagi arrive, let your marines engage at close range while you watch through the Sniper Rifle scope. Shoot every enemy that comes into your sights. If your marines are overwhelmed, you can move in and help, but it's safer to stay near the building and cover the front entrance. Your marines are pretty weak and won't last long however.



The front entrance you used to get in is a good place to stand guard.

Your marines are getting pounded! You could go out there and help them, but that sounds too dangerous. Give them as much help as you can from the protection of the front entrance.



CAUTION

Be careful not to shoot your own marines in the heat of battle. Besides the enraged screams your allies raise when you shoot them, you can tell combatants apart by their armor. Izanagi Ghost Warrior armor has red highlights, and marine armor is all black.

After you eliminate most of the first group, a second ship arrives. This one lands closer, outside the walls. Hold your position at the door and continue picking off Ghost Warriors. Watch your flanks, especially to the right, to make sure no enemies circle the building and assault the other entrance.

Wave three arrives when most of wave two has been eliminated. They land behind the building and head for the back door. When the courtyard is secure, turn right and run to the end of the building. Crouch at the corner and turn right to get a view of the building's side. Use the Sniper Rifle to assist the marine covering the door in eliminating the

Janus

incoming Izanagi. The Ghost Warriors approach both from behind the sand dunes and behind the bones to the left, so keep your eyes open.

When you have eliminated all three waves of Izanagi, the technician finishes downloading the data and the mission ends.



Wave two enters the battle closely behind the first wave. Hold your position and drop them.

After the third wave lands, you need to hustle to the back entrance. The marine guarding that area won't last long.



TIP



If all goes well, you should be able to eliminate the Izanagi forces without them ever entering the base. However, if you hear Aida say that the enemy has

reached the control room, go there and defend the technician.

CO-OP NOTES

Your partner is great on this level to distract the Izanagi patrols guarding the facility. Once distracted, you can fire on the Izanagi from a different direction and take them out without taking any damage. Your partner also gives you some extra fire power when you try and take out the automatic turrets.

After you clear out the complex it's time to defend it. After you give the extra marines their deployment orders you and your partner can break up with one guarding the front and one guarding the back. The assaults on the facility aren't too tough and this will ensure that none of the Izanagi Ghost Warriors get inside. However, if one of you is in trouble the other should run over and give support.

Janus

BRIEFING

The Izanagi and Liandri have located the Polaris research lab on Janus and are attacking the facility. They are on the ground and fortifying their positions. Most of the scientists have been evacuated, but the lead artifact researcher, Dr. Meyer, is still inside—along with two of the artifacts.

Your mission: Recover both artifacts and keep the doctor safe.

MISSION OBJECTIVES:

- Find and obtain the two artifacts before your enemies can.
- Enter the Janus complex.
- Find the laboratory section.
- Rescue the scientist.
- Protect Meyer.
- Get back to your drop ship.
- Get to the roof for extraction.
- Clear the way to the lift on the other side of the building.
- Take Meyer up to the roof on the lift.
- Set up defenses to prepare for enemy assault.
- Notify Meyer when he can activate the antique radio.
- Protect Meyer until he can contact the Atlantis.
- Meet Meyer in the radio room to call the Atlantis.





PART I: OUTSIDE POLARIS

LEGEND

1. Start.
2. Sniper Tower.
3. Bridge.
4. Crane.
5. Ledge.
6. Entrance.
7. Lift to Next Section.



Within moments of your arrival, an Izanagi stationed on the platform of the right sniper tower pelts you with rockets. To make matters worse, another Izanagi, armed with a Rocket Launcher, patrols the ground between the landing pad and the bridge.

Take cover behind the drop ship and crouch underneath it. Use the Sniper Rifle to take out the guard on the ground, then to take out the one on the tower.

After dealing with the guard on the ground, snipe the fellow on the tower platform.



TIP



After you clear the opposition near the landing pad, climb the right tower. Health, energy, and ammunition wait for you on the platform from which the Izanagi was firing rockets. The tower makes a great vantage

point for sniping the units patrolling the bridge (which is where you're headed next).

Bear left from the landing platform, pick up the cache of weapons and ammo, then bear right toward the bridge. Don't stray too far left; you'll fall off a cliff.



Toward the left of the drop ship is this weapons cache. Grab the needed supplies and head for the bridge.

When the troops stationed in the center of the bridge see you, they set up a pair of Plasma Field Generators and an Auto Turret to block your way. If you're fast, you can take them out before they complete their work. If not, use EMP Grenades to take out the turret and the forcefield, then deal with the human element. Several Izanagi are stationed on the bridge beyond the crane; some of them may join the fight with the first bridge group.

Use EMP Grenades to quickly disable the forcefield and turret blocking the way on the bridge.



A Rocket Turret is on the bridge's left side, past the crane. Use your Sniper Rifle scope to see it before it sees you. Get a clear line of fire and destroy it from a distance. As you pass the crane, look right. Izanagi hang out on a narrow stretch of land there.



Destroy the Rocket Turret beyond the crane before it detects you.

Beyond the crane, the Izanagi erect another forcefield. Take it down using the EMP Grenades, and mop up the rest of the opposition in the vicinity (who are waiting behind the large crates to your left and right) before moving on. Look for a health boost as well as a few other supplies behind the crate on the left.



Like the last forcefield, use the EMP Grenade to take it down. Watch for the enemy hiding beyond the crates ahead.





CAUTION

Don't walk too close to the edges of the bridge. One stray rocket or explosion can send you plunging into the abyss below.

The enemies inside the room at the end of the bridge aren't apparent, but they come out of hiding when you approach. Ignore the Izanagi on the ground and concentrate on the Izanagi running along the platform on the right. If given the chance, the one on the right sets up a Rocket Turret. Avoid this by taking him out first while avoiding fire from the ground level.



Concentrate your fire on the enemy on the right platform to prevent him from setting up a Rocket Turret.

TIP

If the Izanagi on the platform sets up the Rocket Turret, take out the enemy on the floor, then rush the platform holding the turret, dodging rockets on the way. Crouch low in front of the stairs, and the Rocket Turret fires into the ground, destroying itself but inflicting only minimal damage on you.

When the room is clear, climb the steps onto the platform and head left, deeper into the facility. Past the second column on your left is the cargo lift alcove. An Auto Turret guards the alcove, and you must destroy it before entering. Use the column as cover from turret fire, popping out from behind it to return fire. Activate the control to open the lift door, step into the cargo lift, and start the lift to proceed to the next section of the mission.

Use the column as cover from the Auto Turret. Pop in and out of cover to fire shots at the turret.



PART II: POLARIS ENTRANCE

When you step off the lift, talk to the Axon scientist to gain access to the facility. You encounter your first opposition past the third door. Expect enemy reinforcements from the corridor beyond as the battle continues.



You must talk to the scientist to gain entry into the facility.



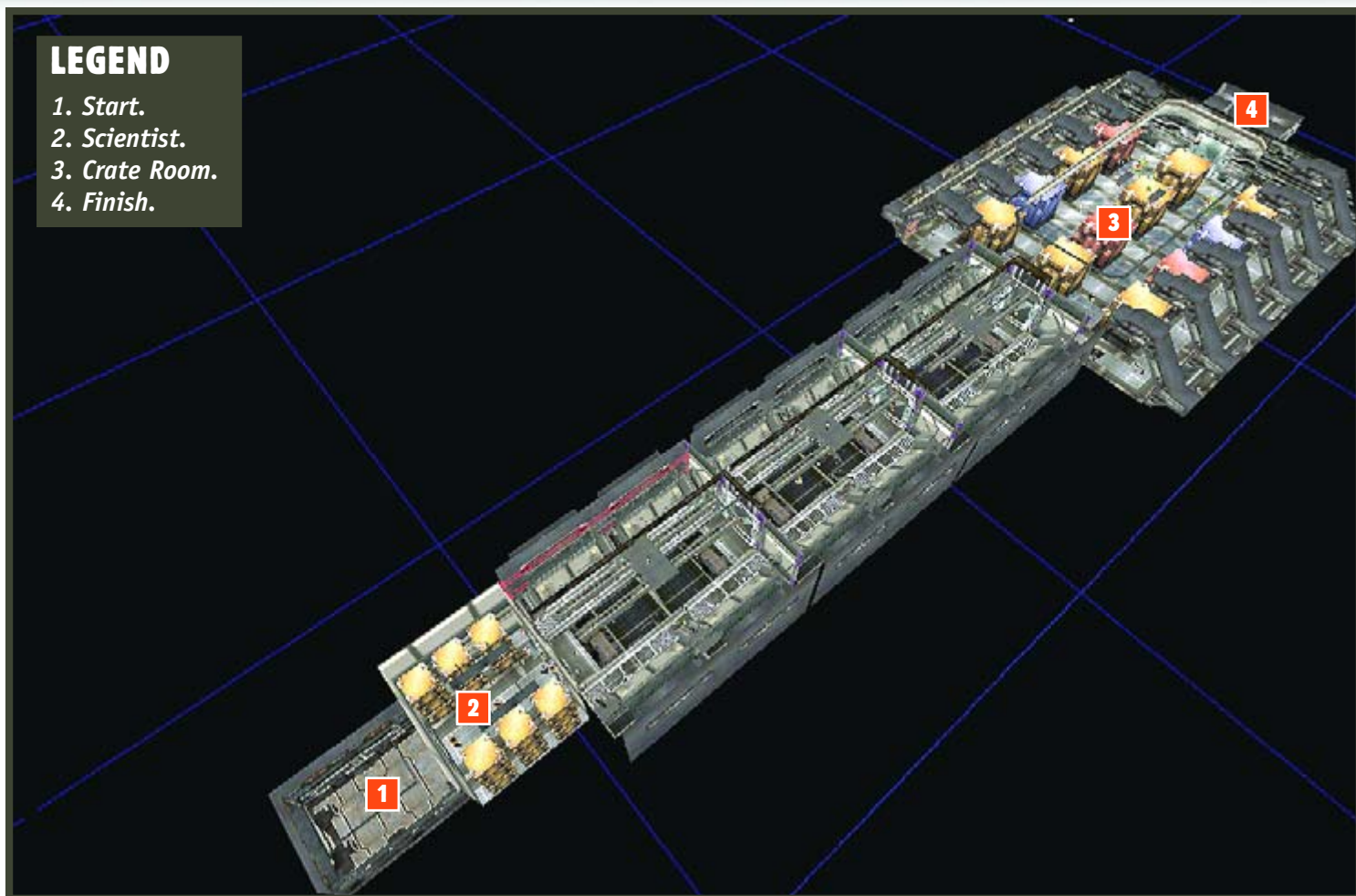
You are not alone in this corridor. Watch for opposition as you walk through the final doors.

At the end of the corridor, you'll reach a room full of crates with a glass ceiling. Assuming the Izanagi stationed there didn't come to their friends' aid in the corridor, there are mercs to deal with inside. There are also two Auto Turrets—one at the end of each of the corridors on either side of the crate that's directly in front of you when you enter the room.



LEGEND

1. Start.
2. Scientist.
3. Crate Room.
4. Finish.



Turrets are aimed down the corridors to the left and right. Avoid them by running along the walls.

Don't waste the time and ammo destroying the turrets. Turn right or left and follow the side wall to the room's far end, which you should reach without Auto Turret interference. Look for additional Izanagi Mercs hiding in the crates and at the room's opposite end.

The final enemy before heading through the opposite door carries a Flamethrower. Combat his fiery attack from a distance.

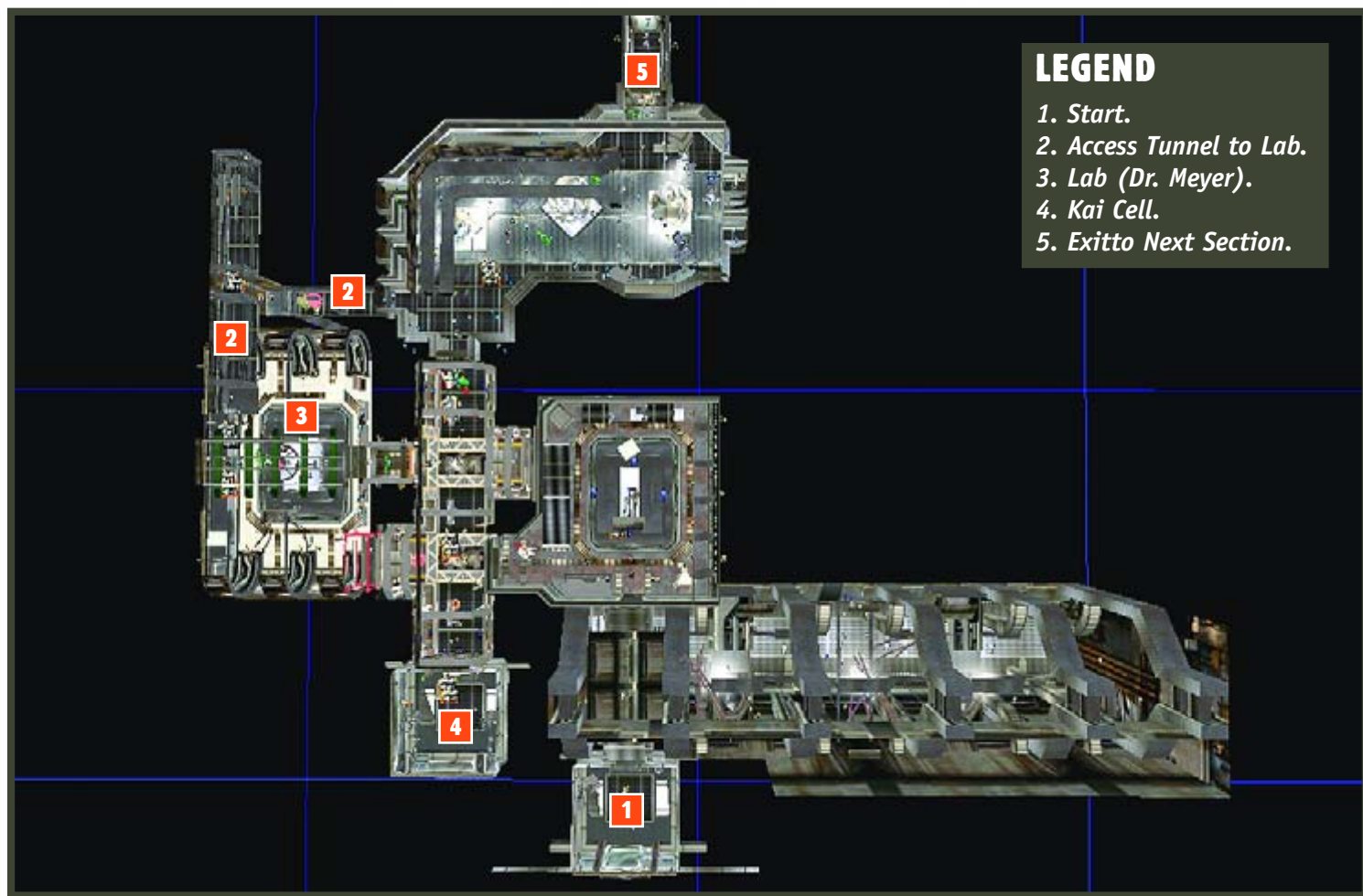


Go through the door in the center of the far wall to proceed to the next section of the level.





PART III: GEOLOGICS RESEARCH



LEGEND

1. Start.
2. Access Tunnel to Lab.
3. Lab (Dr. Meyer).
4. Kai Cell.
5. Exit to Next Section.

Open the door, proceed to the room at the end of the corridor, and exit through the door on your left—but watch out! There's an Auto Turret looking you in the face when the door opens! Blast the Auto Turret, ducking in and out through the door to minimize your injuries.



An Auto Turret is aimed right at you as you open the door. There is a health station in this room if you take damage.

Exit the room, turn right, and follow the corridor to the end. The other doors in this corridor are locked. Step through the door at the end of the corridor and blast the Izanagi inside. Take out the Auto Turret in the left access tunnel before proceeding into the room.



Destroy the Auto Turret in the access tunnel before scavenging through the lab. You will use this access tunnel shortly.



Gather the goodies in the far corner of the room. Crouch into the access tunnel where you destroyed the Auto Turret. Follow it to the end, take the lift to the upper level, turn left, and follow the upper tunnel as far as you can.



Follow the upper tunnel to the room where Dr. Meyer is being tortured.

At the tunnel's end, a vent leads into the lab where Dr. Meyer is being tortured. Draw a bead on the scientist's captor and shoot him from above. When the coast is clear, drop into the room. Get ready for a brief shootout if the captor is still alive.



Aim your weapon of choice (The Flamethrower is always nice) at the guard torturing Meyer. Drop down and finish him to free Dr. Meyer.

Once free of his captor, Dr. Meyer leads you down the hall to the room where the artifacts are locked up. A creature will open the door and Meyer will collect the artifacts. Meyer refuses to actually give you the artifacts until you get him out of the complex. Agree to his terms. Start walking back the way you came.

Dr. Meyer will lead you to the artifacts, but won't give them up until he is out of the facility alive.

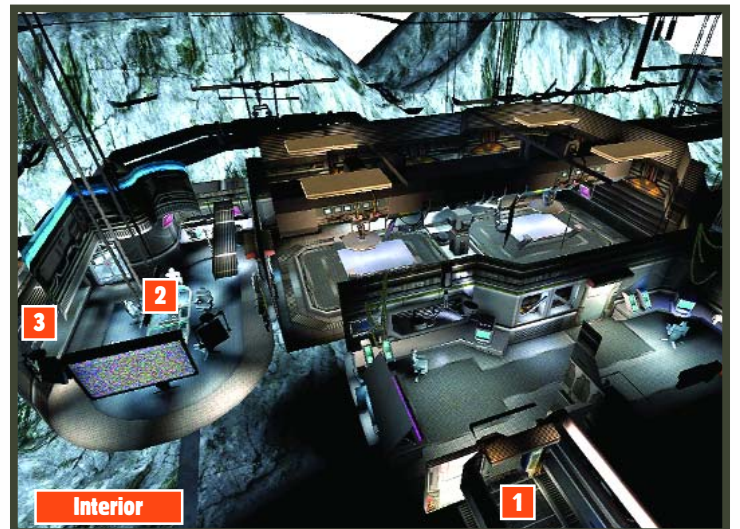


Before you get far, the Liandri land and blow up the bridge outside. Aida informs you that you have to get to the roof to escape. Follow Meyer when he offers to lead the way. He leads you to the room at the corridor's opposite end, and through the door on the far side. You're off to the next section of the mission.

Dr. Meyer seems to know the way. Follow him once Aida has informed you that the Liandri have arrived.



PART IV: GEOLOGICS EXTERIOR



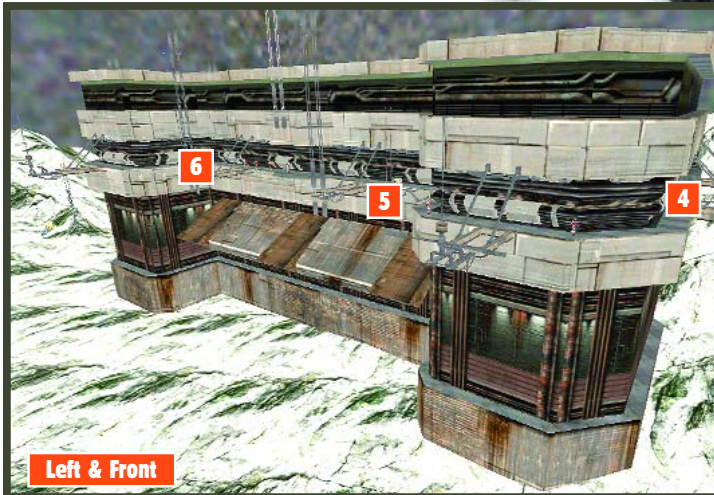
LEGEND

1. Start.
2. Conference Room.
3. Exit to Lodge (4).



Unreal II

THE AWAKENING



LEGEND

- 4. Ledge Starting Point.
- 5. First Auto Cannon.
- 6. Second Auto Cannon.
- 7. Maintenance Rig (Finish).

Follow Meyer into the control room, and open the opposite door. Izanagi lurk in the next room. Deal with them, then follow Meyer when he leaves.

Some Izanagi will need to be cleared out before Dr. Meyer can safely enter the room to proceed to the roof.



The outer door is jammed, so Meyer leads you into a conference room that's crawling with Izanagi. After you clear the room, Meyer opens the window shutters and sends you outside to find and secure the maintenance rig on the other side of the building.

Once Meyer opens the shutters, jump through the window to the outside ledge.



Collect the things from around the room, including from inside of the small room to the right of the window. Step through the window when ready and onto the ledge outside, and turn right. Move toward the corner. The ledge is narrow, so watch your step.

Enemy resistance—a group of Liandri Angels—waits around the first corner. Step out far enough for them to see you, then retreat to draw them to you. Every hit you take drives you from your attackers, so don't fight with your back to the ledge.

TIP

Concussion Grenades can be found in the small room to the right of the window where Meyer waits. These grenades are ideal for knocking enemies back, or even off of ledges. Pop a Concussion Grenade in the direction of the Liandri on the ledge and watch them fall from your sight.



Draw the Liandri around the corner and engage them with your back to the walkway, not the abyss below.

The way is clear around the next corner, but approach corner three cautiously. An Auto Turret and several additional Liandri are waiting. Draw as many of the Liandri as you can around the corner—out of the Auto Turret's field of fire—and take care of them. After you eliminate them, you can destroy the turret or run the gauntlet around the corner to your right until you're out of the turret's field of fire. When you reach the long ledge segment ahead, you're clear.



The second group of Liandri Angels you encounter on the ledge has an Auto Turret to back it up.

Continue along the long ledge. This ledge segment has four outcroppings, the first holds the Auto Turret you ran past. Another Auto Turret awaits you on the fourth outcropping, behind the crate along with a Health pickup. Either destroy it or run past it and endure the pain. More Liandri Angels are around the corner past this turret.

CAUTION

Watch for rocket-toting Liandri as you round the last few corners of the ledge. Rockets will certainly send you off the ledge if not careful.



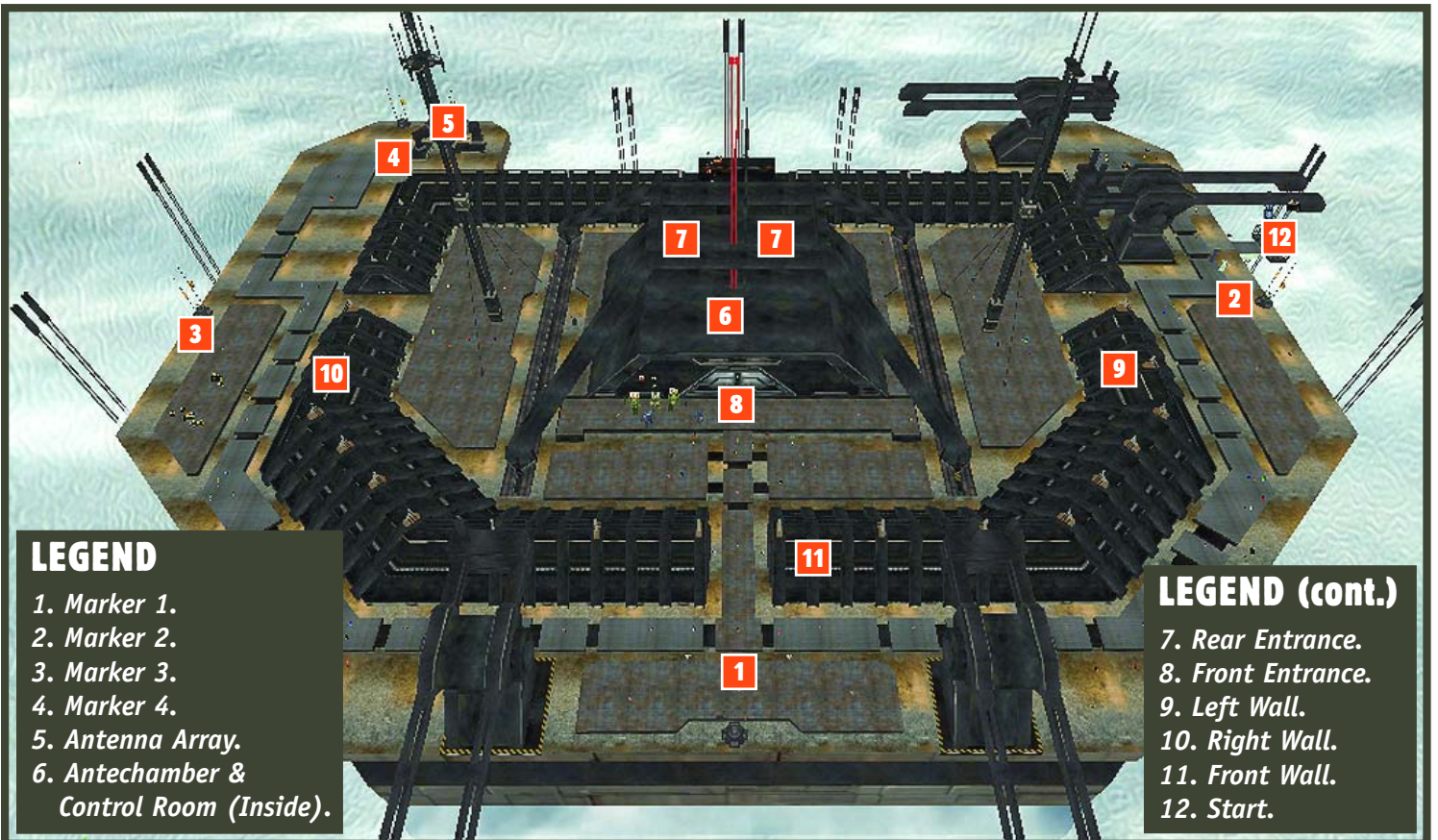
After a couple more turns and one more Liandri encounter (watch out for the rockets), you make it to the maintenance rig.

Your trek around the outside ledge ends when you reach the maintenance rig.



Wait on the rig until Meyer arrives. He activates the controls, and you're off to the next phase of the mission.

PART V: POLARIS GEOLOGICS RESEARCH ROOFTOP



LEGEND

1. Marker 1.
2. Marker 2.
3. Marker 3.
4. Marker 4.
5. Antenna Array.
6. Antechamber & Control Room (Inside).

LEGEND (cont.)

7. Rear Entrance.
8. Front Entrance.
9. Left Wall.
10. Right Wall.
11. Front Wall.
12. Start.

Unreal II

THE AWAKENING

Walk to Meyer and the marine to get the situation update, then follow Meyer to the control room. Scour the room for equipment (the Plasma Field Generators stored there come in handy), then return to the rooftop. On your way out, note that the antechamber outside of the control room has three entrances—the one through which you entered and two back entrances, left and right of the stairway. The antechamber is also home to health and energy stations.



Cover the rear doors outside the control room when you set up your defenses.

Your next task is to set up a defensive perimeter to protect Meyer while he sends his transmission. You have four marines and a lot of equipment at your disposal.

NOTE

Take as much time as you want when setting up the defensive perimeter. The action doesn't start until after Dr. Meyer starts transmitting.

Grab the equipment and weapons in the control room, then head outside. Grab the turrets and Plasma Field Generators outside the main entrance, then deploy the marines. Set their assignments as follows:



Talk to each of the marines to give them orders.

- **Lt. Crable:** Guard the perimeter
- **Lt. Chavez:** Guard the front entrance
- **Pvt. Sadao:** Guard the right wall
- **Sgt. Harrison:** Guard the left wall

Grab the defensive equipment from the control room...



...and from outside the front entrance.

Now it is time to set up your automated defenses. Make sure that you have the Plasma Field Generators and turrets found in both the control room and outside the front entrance. Deploy your equipment as follows:

- Place two Plasma Field Generators in each of the openings in the outer wall.



Block the openings in the outer walls with Plasma Field Generators.

- Place the Rocket Turret outside the front entrance, facing the opening in the wall that leads to Marker 1.



Aim the Rocket Turret at the opening to Marker 1.

- Place the Auto Turrets in the outer room above the control room, each facing one of the back doors.



Place the Auto Turrets facing the back door of the outer room.

- Place two Plasma Field Generators at the top of the stairs leading to the control room, one on either side of the stairs, and place the third in the center of the staircase at the bottom (forming a triangular forcefield that surrounds most of the stairway).

Use the remaining Plasma Field Generators to block the stairs leading to the control room.



With everyone deployed and your perimeter set, you're ready to transmit. Return to the control room and talk to Meyer to set events in motion. Answer "yes" when you are ready to transmit.

Return to Dr. Meyer when all the defensive equipment has been set in place. He will then start the transmission.



The first attack wave—Liandri Angels, some of the Heavy variety—arrives moments after Meyer starts transmitting. Listen to your marines when the attack begins—they call out the position of the contacts by marker number. There are four numbered markers around the rooftop outside the wall. They are:

- Marker 1:** Outside the front wall
- Marker 2:** Outside the left wall (as you face away from the main entrance to the building)
- Marker 3:** Outside the right wall (as you face away from the main entrance to the building)
- Marker 4:** Next to the antenna array near the rear of the roof, on the same side as Marker 3



Know the position of the four numbered markers on the roof so that you can respond to threats when the marines spot them.

When your men spot an enemy, hightail it to the marker in question, and engage. Open the forcefield on that side and go outside the wall to deal with the enemies—you can't hit anything through the field. Any marines inside the wall near the entrance when you open the forcefield assist you. If they don't follow you, order them to cover you.

TIP

Visit the health and energy stations inside the outer room in-between the waves of attacks.

The second wave of attackers (more Liandri) arrives moments after the first wave is eradicated. Continue fighting until all of the enemies are eliminated. When the coast is clear, Meyer contacts you and asks you to raise the antenna array at Marker 4. Go to the antenna and activate the controls.



When Meyer asks you to do so, raise the antenna.



CAUTION

If you think you've cleared the second wave of Liandri, but you haven't received Meyer's message (and the music is still in "action" mode), check your perimeter. If one of the forcefields is down, an enemy is inside. The stairway forcefield won't hold forever, so get in there and take out the intruder before she gets to Meyer.

The next Liandri ship arrives when the antenna goes up—and it lands at Marker 3! Take up a defensive position near the antenna and attack when the mercs hit the platform. Use the Sniper Rifle if you have available rounds—it keeps you out of harm's way and makes fast work of this wave.



The third wave of Izanagi mercs arrives after you raise the antenna.

The fourth wave of mercs arrives at Marker 2. Head there and take them out, keeping them outside the wall. After you take care of this wave, another arrives between Markers 1 and 3. Order your remaining marines to cover the front and right entrances during this final wave.

The final rush of mercs will keep you rushing from one marker to another. There is a health and energy station near the control room if needed.



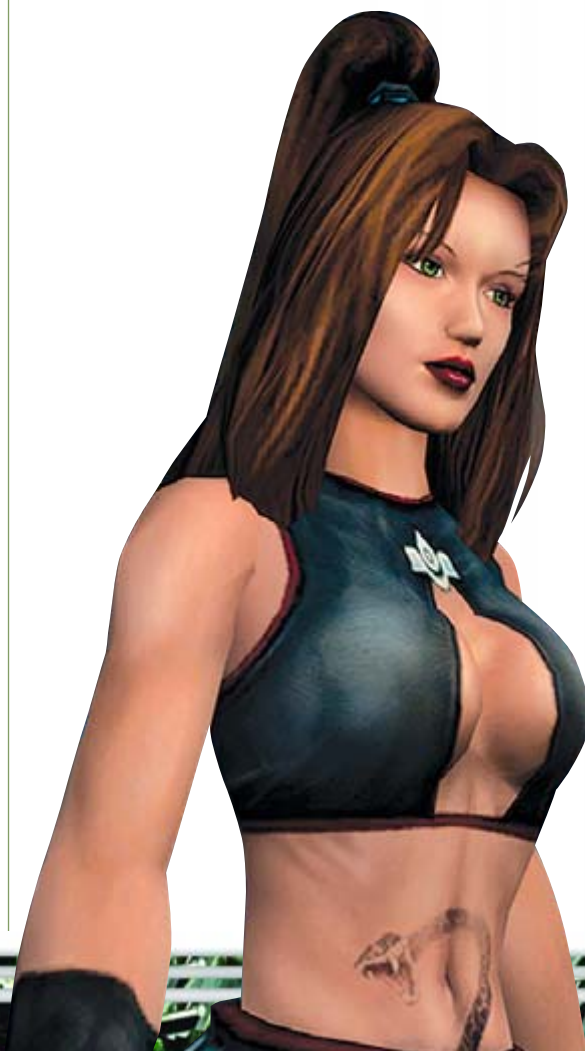
After you dispose of the last of the Liandri Angels, Meyer signals that his work is done. Go to the control room to end the mission.

CO-OP NOTES

From the very beginning of Janus, two is better than one. One player can take out the ground resistance, while the other takes out the sniper at the start of the level. A player can then take the sniper post atop the tower and snipe down at the Izanagi as the second player engages them on the bridge.

Continue this tag-team assault across the bridge and through the facility to meet up with Meyer. Between two people, protecting the smart-mouthed scientist will be a walk in the park.

While Meyer is transmitting on the facility rooftop, each player can patrol a section of the outside perimeter; one player covers Markers 1 and 2, while the other covers Markers 3 and 4. The person covering 3 and 4 will be responsible for raising the antenna when instructed. This defense can also be split into one person covering the control room and the other patrolling the outside perimeter. Either way, work together to ensure that no one penetrates the control room, compromising your mission.



Na-Koja Abad

BRIEFING

Hawkins tells you the scientists believe the seven artifacts, when combined, form an ultra-powerful weapon. You already have five, and it is imperative that the remaining two artifacts be captured.

One of the two remaining artifacts is at an Izanagi installation and dig site on Na-Koja Abad, and that's your next destination. You must infiltrate the base and retrieve the artifact.

MISSION OBJECTIVES:

Find the alien dig site.

Deactivate the force field.

Infiltrate the Izanagi research facility.

Find the bridge entrance to the alien dig site.

• *Find and obtain the artifact.*

Escape the dig site with the artifact.

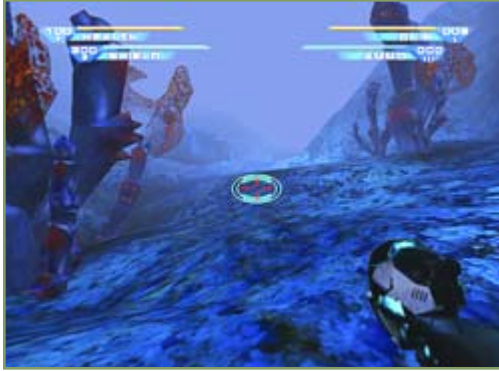
PART I: NA-KOJA ABAD



Unreal II

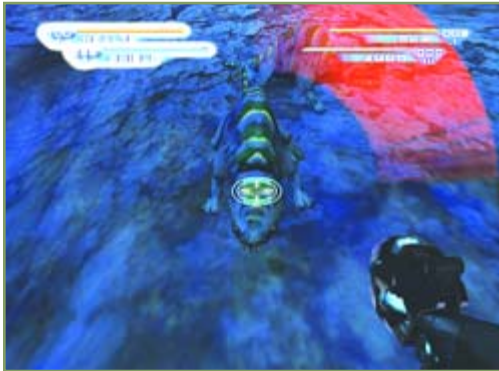
THE AWAKENING

Na-Koja Abad is a foggy place, so it's easy to get turned around. Luckily, you're facing in more or less the right direction when you start the mission. Move through the valley with the drop ship behind you. Follow the line of hills on the left side of the valley, constantly bearing left, and you'll eventually come to the dig site.



Follow the valley to the left, walking up this hill to the dig site.

There are two indigenous life-forms on the planet. The flying creatures are harmless, but watch out for the Snipes. If they get close enough, they bite, and there are enough of them around to do some serious damage.



Some of the local fauna like to bite.

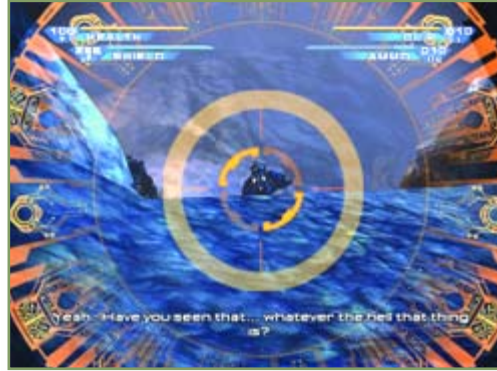
The flying creatures, however, are harmless.



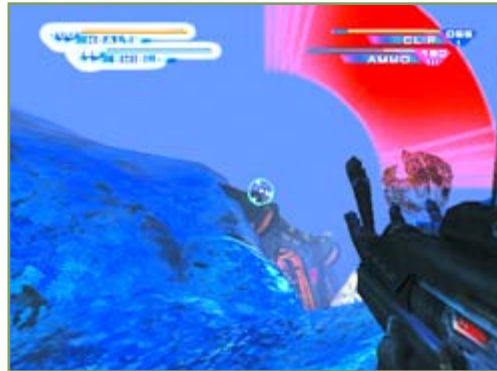
TIP

Use your Dispersion Pistol on the Snipes. There's no need to waste precious ammunition on them.

As you approach the first forcefield (atop a hill), you hear a pair of Izanagi patrolling the path over the rise while discussing the artifact. Use the Sniper Rifle to get rid of them and continue along the path to the crest of the hill. Two Auto Turrets are mounted on top of the wall, one on either side of the forcefield. When you can see them clearly, take them out. It should now be safe to approach.



When you begin to hear the conversation ahead, pull out the sniper rifle and take aim as you creep up the hill.



Take out the turrets on the top of the forcefield *before* climbing to the top of the hill to avoid unwanted holes in your armor.

You need to get through the door, but a forcefield blocks your way. Don't waste EMP Grenades on it—they're ineffective. Follow the path to your right. A building just around the corner is patrolled by several Izanagi. Instead of following the main path, climb the hill to your left. There's a doorway near the left end of the structure. Take out the Izanagi in the area (look toward the other end of the building for additional enemies) and enter the building.

The controls for shutting down the forcefield are behind this door, but watch for more confrontation from the opposite end of the building.



Na-Koja Abad

Open the fuse box to your left and use the button inside to deactivate the forcefield. Help yourself to the health, energy, ammunition, and the Auto Turret stored here, and then retrace your steps back down the hill. When you reach the opening, the forcefield should be down.

TIP

You can use the Auto Turret as needed throughout the mission, but don't leave it behind or let it get destroyed. It comes in handy near the end of the mission.

Several Izanagi patrol the canyon just beyond the opening, so enter cautiously. Use the crates and natural cover to avoid enemy fire.



Expect opposition as soon as you cross through the opening.

The next group of enemies you encounter is stationed near a bridge that spans the canyon. Instead of walking into their waiting arms, climb the hill on the right and move to a spot that overlooks their position. Snipe them from this vantage point and they'll never know what hit them. Collect the ammunition, health, and energy under the bridge before you move on.

Take to the high ground right of the bridge and eliminate the Izanagi from above.



Continue past the bridge until you reach another forcefield gate. Turn off the forcefield and step through. Like the previous forcefield gate, this one is protected by automated defenses. There's only one Auto Turret on this end (to your right). Edge out until you can see the turret and blast it.



Look to the upper right as you pass under the forcefield. Fire at the turret when it comes into view.

CAUTION

Snipes can swim. If you hear splashes while you're in the water, look around for swimming critters and blast them before they get close.

The area outside the gate is crawling with Snipes, so have your Dispersion Pistol ready. In the lake to your right is a pipe that leads into the building. Swim to the mouth of the pipe, and enter. Climb the ladder at the opposite end of the pipe to start the next part of the mission.

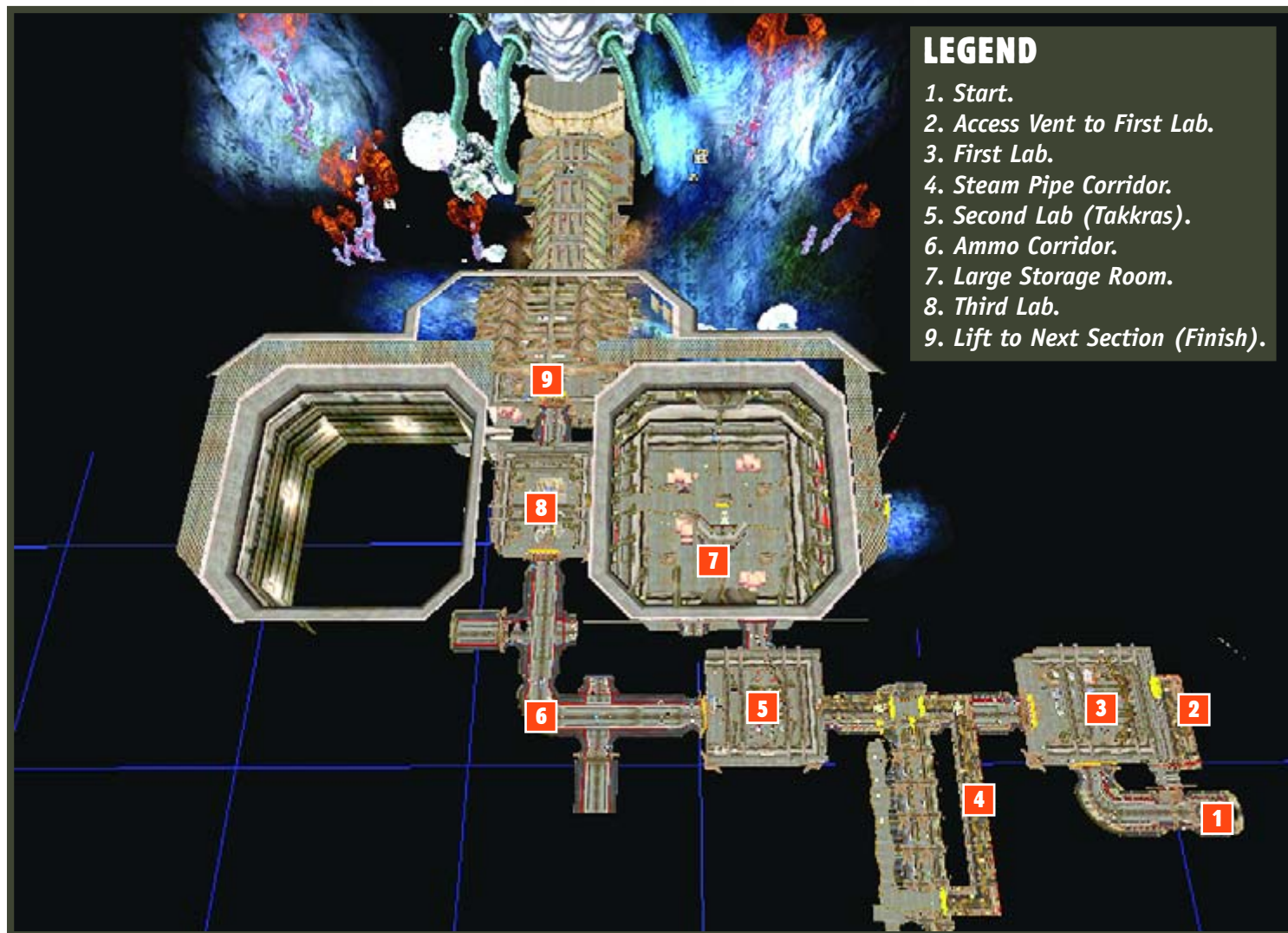


Climb into the large pipe to enter the building and start the next part of the mission.





PART II: RESEARCH FACILITY



LEGEND

1. Start.
2. Access Vent to First Lab.
3. First Lab.
4. Steam Pipe Corridor.
5. Second Lab (Takkas).
6. Ammo Corridor.
7. Large Storage Room.
8. Third Lab.
9. Lift to Next Section (Finish).

Continue up the ladder and into the corridor. The door at the end is locked, so go through the vent on the right side of the corridor. Climb the ladder beyond and follow the upper corridor until you hear two scientists talking. After the conversation, round the corner and enter the lab. Jump over the railing to the lab floor and kill the Izanagi guard. There's no need to kill the scientists—they're harmless.



Shoot the guard and hop down to the room below. Don't bother shooting the scientists, they are harmless.

Na-Koja Abad

Two doors lead out of the room. The one opposite the holograms just leads back to the corridor where you entered the complex, so exit the lab through the other door.

Watch the scientists cower in your presence. Play with the hologram buttons to see what they were working on.



The door at the opposite end of the corridor is locked so don't bother with it. Go to the opening on the left side of the corridor and jump onto one of the ledges that run along the sides. Follow the ledge to the opposite end, and climb the ladder in the center of the shaft. As you traverse the ledge, time your passage so that you don't get burned by the steam.



Avoid the jets of steam as you move through the pipe shaft.

Upstairs, enter the corridor. Around the first corner to the left (at the far end of the corner) is an Auto Turret. Fire a couple of rockets down the hallway to destroy it. You're within the turret's range when you step around the corner, so don't spend time lining up your shots.

An Auto Turret is at the end of the corridor. Quickly dispose of it with a few quick rockets.



Continue down the corridor until you reach a catwalk that looks down on another lab. Once again, two scientists are in the midst of an experiment. This one goes a little awry, and the Izanagi guard shoots one of the scientists. Eliminate the guard from above, collect the health and energy on the catwalk (if you need it) and jump over the railing to the floor.



Shoot the guard before the experiment goes awry and a third Takkra will be available on the table below.

Take the Takkras from the lab table. If you kill the guard before the experiment goes awry, there are three Takkras on the table—otherwise there are only two. Three exits are available. The one on the end of the room closest to the Takkra table leads to the pipe shaft. The one at the opposite end of the room leads to a long corridor full of locked doors, ammo, and health stashes. Stock up in the corridor and return to the lab.



Take the Takkras from the table near the scientists.

TIP

No matter how tempted you might be to use the Takkras, hold on to them. They come in handy near the end of the mission.

Exit the lab through the third door (the one directly opposite the hologram). This opens into a room with a large structure dominating the center. Izanagi guard the catwalk you enter upon and the floor below. You can't retreat to the lab (the door locks behind you) so deal with the enemies as quickly as possible. Explosive canisters are scattered throughout the room, both upstairs and down. Stay clear of them during the firefight.

Unreal II

THE AWAKENING



This room is your destination after exiting the second lab.

An Auto Turret is hidden in an alcove along the right wall (which also contains a ladder leading to the floor below). Health and energy stations lie beyond the turret, so eliminate this threat to take advantage of the rewards.

Beyond the Auto Turret is a health station so don't worry too much about taking damage as you clear it from your path.



TIP

A few pick-ups are available downstairs, so it might be worth jumping down and exploring.

Enter the central structure via the catwalk opposite the Auto Turret alcove and climb the ladder. Cross the catwalk to enter the lab. Eliminate the Izanagi and jump down into the lab. Once again there are three exits, two of which lead back to areas you've already explored. Head through door number three (the one behind the target wall that was being blasted in the experiment) and through the corridor beyond.

Another experiment is taking place in the lab below. Wait for the experiment to eliminate the opposition before hopping down.



TIP

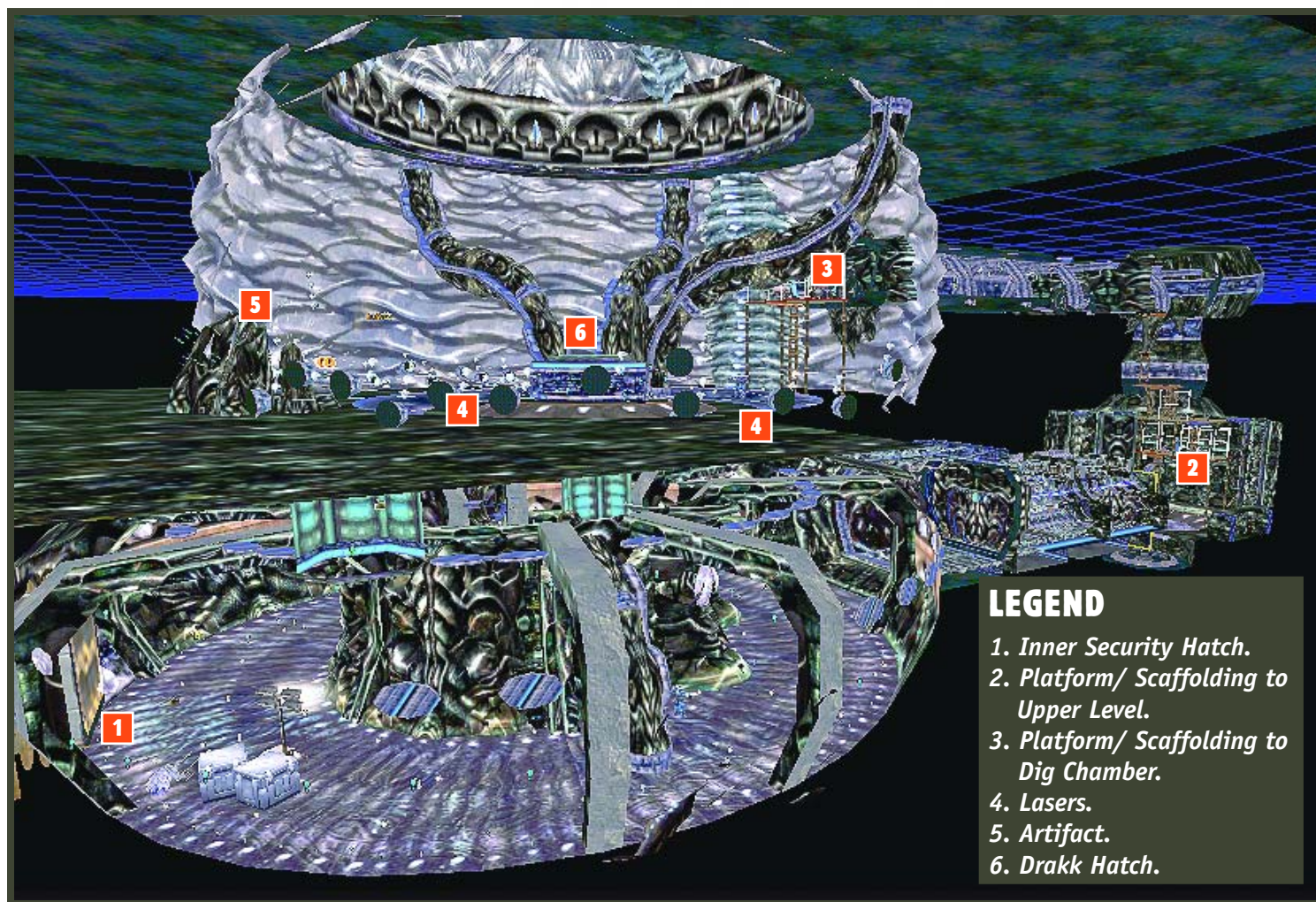
Wait for the experiment to take place in the final lab. The experiment will turn fatal for the Izanagi guard and scientists if given the time.

Izanagi patrol on the other side of the door at the far end. Step through and end their shift. Ride the lift in the center of the platform to the level below.

Stock up on ammo, health, and energy, and then exit through the only available door. Follow the corridor, head through the next door, and activate the lift inside to go to the next part of the mission.



PART III: EXCAVATION



The lift lowers you into the alien complex and into a curved corridor that leads left or right. Turn right and follow the corridor, eliminating any Izanagi you encounter (near the doorway). When you get to a door on your right, go through. Follow the corridor through the next door.



Follow the corridor around to a door on the opposite end. Watch for nearby Izanagi.

There's metal scaffolding in the room beyond. Kill the Izanagi stationed there, and climb a series of ladders until you reach the corridor at the top. At the other end of the corridor, you overhear a pair of Izanagi discussing what sounds like a dangerous situation ahead. Jump across to the platform in front of you. If you can see the Izanagi below, pop them from the platform. If not, climb down the ladder and take them out downstairs.

Use caution climbing the series of ladders up the scaffolding to the corridor above.



Unreal II

THE AWAKENING



If possible, kill the guards before dropping down to the final corridor.

The corridor below, which curves off to the left and right, is blocked by lasers that inflict a rather painful zap if you walk through them. Only a few beams are immediately apparent, but as you proceed more activate to block your way.



An ever-increasing number of laser beams block the corridor in both directions.

The only way to get past the lasers is to duck and jump your way through the maze. You can take a few hits along the way, but don't take too many—you need your health for the battle ahead. If you get caught in a beam, move away from it immediately. The longer you're exposed, the more damage you take.

When you get to the opposite side of the central hub, you see a pedestal that holds the artifact you're looking for. Step onto the pedestal and take it.

The gauntlet of laser beams will disarm when you grab the artifact from its pedestal. The real danger lies ahead.



Moments later, all hell breaks loose. In a cutscene, you see a group of Izanagi get slaughtered by a Drakk. Moments later, the security lasers disappear and the central column opens up. A Medium Drakk rises from the column and starts attacking you.

How you deal with the creature is up to you. One way is to run and dodge while blasting the Medium Drakk with everything you've got. However, if you still have the Takkras and the Auto Turret you picked up earlier in the mission, there's an easier way.

Dodge the probing laser of the Drakk. When it turns red, it will fire a beam in your direction. Use the pillars as cover.



CAUTION

When the probing laser beam of the Drakk turns red, the flying creature has you targeted and is about to fire. Quickly jump out of harms way to avoid being hit by these mighty blasts.

Set up the Auto Turret so that it faces the Drakk, and then launch the Takkras at the creature. The automated devices do the lion's share of the work while you stand back out of harm's way. Keep a pillar between you and the Drakk as the Takkras do their job to ensure you do not get hit with the Drakk's laser attack.

The Auto Turret and Takkras make killing the Medium Drakk safer and easier.



After the Medium Drakk is dead, blow up the lower portion that is left behind for a Laser Rifle Pod (ammo for the next mission). Retrace your steps up the ladder and into the corridor. Keep your eyes and ears open for Drakk, which are now roaming all over the complex.

Drakk Hive Planet



The bottom portion of the Medium Drakk leaves behind ammo for the laser rifle, wielded in the level ahead.



The door behind the lift is your exit and the end of the mission.

TIP

The alternate fire of the Shotgun works really well on the Drakk that have now taken over the complex. Shoot a fiery round of incendiary pellets in their direction and simply take a step back and enjoy the show.

After you take the artifact, the entire complex swarms with Drakk.



Continue retracing your steps until you reach the inner security hatch near the lift at the start of the level. Step through the door to end the mission.

CO-OP NOTES

Retrieving the artifact from the Na-Koja Abad dig site will be a walk in the park when forces are joined. On the exterior of the Research Facility, stay close to each other and take out resistance as it crosses your path.

Once inside the facility, one player can drop in on the scientists within the labs, while the other waits outside for player one to open the door (locked to the outside), letting them in. You can alternate this pattern of one assaulting the labs while the other waits in the hallways or both players can blaze through the labs together.

The real fun begins once the team enters the excavation site. Walk side by side through the corridors to the innermost section of the dig site where the artifact is stored. Only one player should brave the lasers protecting the artifact though—no reason to risk both of your lives. Concentrate both players' gunfire on the Drakk when it appears. Between two people and Takkras, the flying Drakk will barely stem a chance to cause any damage to either player.

Drakk Hive Planet

BRIEFING

The seventh and final artifact is located on NC962VIII, a planet thought to be the homeworld of the Drakk—the nasty robotic creatures you fought on Na-Koja Abad. Everyone in your crew has reservations about this mission, but you head off to finish the job you started.

MISSION OBJECTIVES:

Enter the Drakk homeworld.

Secure the last remaining artifact.

Discover what happened to previous visitors.

Find out why the Drakk are collecting living specimens.

Destroy the Drakk Overseers to open the doors.

Find out what the Drakk are doing with the living body parts.

Find out what the Drakk could possibly want to achieve with their experiments.

Ride the gravity lift to the center of the Drakk structure.

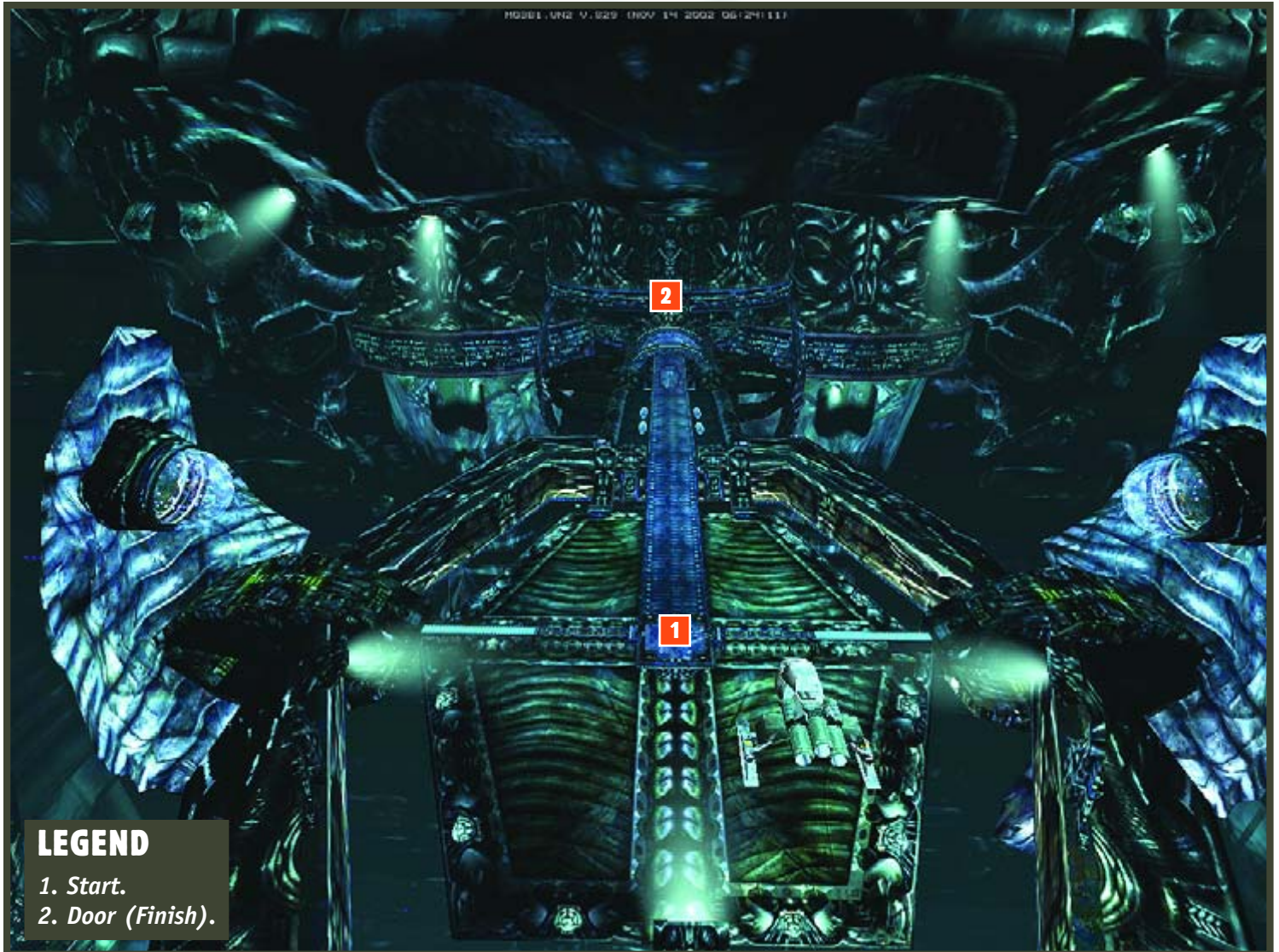
Find a way into the heart of the Drakk.

Defeat the Drakk Caretaker.

Unreal II

THE AWAKENING

PART I: SUSPICION



LEGEND

1. Start.
2. Door (Finish).

This part of the mission is simple. From the drop ship, take the path directly in front of you to the front door with the new Laser Rifle in hand. Walk in for the next part of the mission.

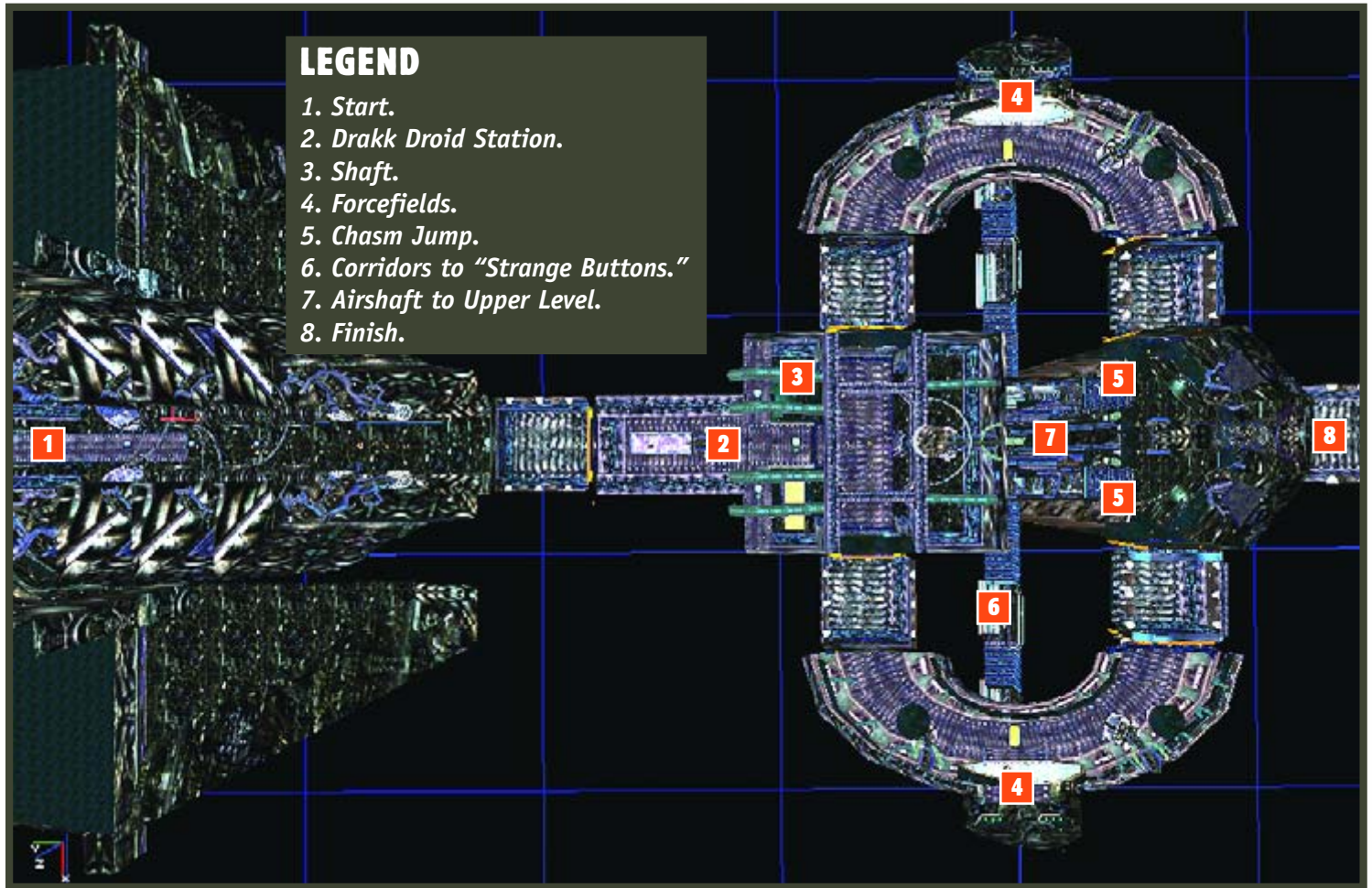
CAUTION

When you run around outside the complex, avoid the walkway edges. It's a long way to the ground.

The first part of the mission is simply walking through the door ahead.



PART II: SCRUTINY



When you pass through the inner door, Drakk appear at the opposite end of the corridor. Eliminate them and proceed forward. Gather ammunition and health from the stockpiles on either side of the corridor, and go through the next two doors.

Make sure to grab the ammo and health (if needed) from the sides of the corridor near the experiments.



A Drakk Droid station is at the end of the corridor with a ramp leading to a large room. Beyond the ramp, you encounter more resistance. Eliminate the attacking Medium Drakk before anything else.

Eliminate the attacking Medium Drakk when they appear from across the small ramp.



CAUTION

When killed, the Medium Drakk leave behind their bottom portion. If this portion is not quickly destroyed, another Drakk (from within nearby stations) will enter it, spawning a new enemy to kill.

Unreal II

THE AWAKENING

The room has two exits—one left, one right—but ignore them for the moment and return to the ramp. Look over the edge into the shaft with stair-like platforms leading into it. Drop down into the shaft from step to step. Look around for an opening in the wall. Jump to the step in front of the opening and enter the corridor beyond.



Explore the shaft next to the entry ramp before you try the doors leading out of the large room.

CAUTION

Be careful when descending into the shaft. Falling to the bottom means certain death.

Move to the end of the corridor in a crouch to avoid the steam discharge on the walls. The goal: two Drakk Laser Rifle pods. It may seem like a lot of work for a little ammo, but these clips are scarce and the Drakk Laser Rifle is one of the best weapons on this level.



Watch for the steam as you crouch through the corridor leading to the Drakk Laser Rifle pods.

Retrace your steps to the shaft, and use the platforms to jump back to the room above.

Both exits ultimately lead to the same place, so the choice is yours. Traverse the corridors beyond the exits, eliminating all Drakk along the way. When you reach the door at the end of the corridor, you overlook a chasm. The platform below contains a Drakk Droid station. Eliminate any Drakk resistance and drop down to the platform.

Eliminate the Drakk along the way through the corridor. Watch carefully for the Medium Drakk, remembering to destroy the bottom portion before another Drakk can take it over.



The platform below is your destination. Get a running start and drop onto it.



Enter the right corridor that leads off the platform. Proceed to the T-junction at the end of the corridor. Check for Drakk in both directions and eliminate them.



Look both ways for Drakk when you reach the T-junction.

The right passage leads to a “strange button” that is blocked by several lasers. Jump and duck to the button; press it.



Proceed through the lasers and press the button at the end of the right corridor.

Drakk Hive Planet

Retrace your steps to the T-junction. (The lasers are deactivated now, so the path is safe.) Past the junction, you reach an airshaft. Get a running start and move through the airshaft. Your momentum should carry you past the swirling column to the corridor on the other side. Follow the corridor to the end and press the other “strange button” you find there.



Another “strange button” lies at the end of the left corridor.

Turn around and head back to the airshaft. This time, step into the swirling column. The column lifts you upward to the level above. When you see the upper opening, step through it. Don't worry if you miss on the first try—the swirling column continues to bounce you back up until you get it right.

Enter the airshaft and take a floating ride to the level above.



It doesn't matter which of the two openings you step through on the upper level—both lead to the same destination. Follow the corridor onto a large platform. Cross the narrow bridge and exit through the door on the other side to proceed to the mission's next phase.



Cross the creepy looking bridge and enter the door at the other end. Doing so ends this part of the mission.

PART III: SUBJUGATION



LEGEND

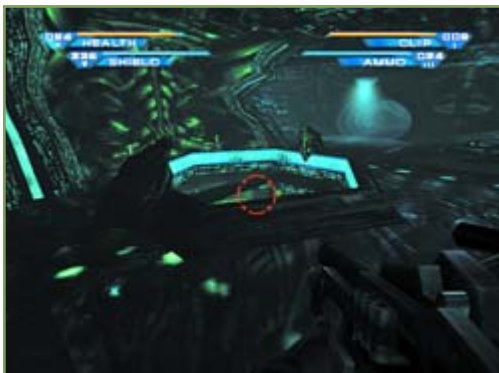
1. Start.
2. “Chamber of Horrors.”
3. Drakk Hatches.
4. Experimentation Chamber.
5. Airshaft to Next Section (Finish).



Unreal II

THE AWAKENING

Move through the door into the chamber of horrors beyond and stock up on ammo. Proceed through the corridor to the T-junction and continue straight through into the chamber beyond. Just ahead is a hexagonal hatch in the floor. As soon as you step inside the chamber, the hatch opens and a Drakk rises from it. Blast the Drakk and continue through the oval opening across the room and into the corridor.



Any time you encounter a hexagonal “Drakk hatch” in the floor, expect a Drakk to rise from it.

CAUTION

Don't step too close to a Drakk hatch when it's open. If you fall in, the hatch closes behind you and you can't get out.

Continue moving straight into the next chamber (with another Drakk hatch to contend with) and into the corridor beyond. Expect more Drakk resistance along the way. Following a straight path eventually leads you to another experimentation chamber. Stock up on ammo, health, and energy, and continue forward through the chamber and into the corridor beyond.

TIP

Press the “strange buttons” at the base of the experiments to see the experiments inside move.

Continue straight through the corridors, destroying the Drakk that rises from the hatches.



The corridor terminates in a large chamber with several hexagonal Drakk hatches surrounding a central pillar. This time, the hatches don't open—the Drakk are already hiding throughout the chamber.

When you reach this room, search high and low for patrolling Drakk. Kill on sight.



After you kill the Drakk, a cutscene shows an opening appearing in the central pillar. Inside the opening is an airshaft like the one you rode in the last section of this level. Step through the opening and into the swirling column to proceed to Part IV.



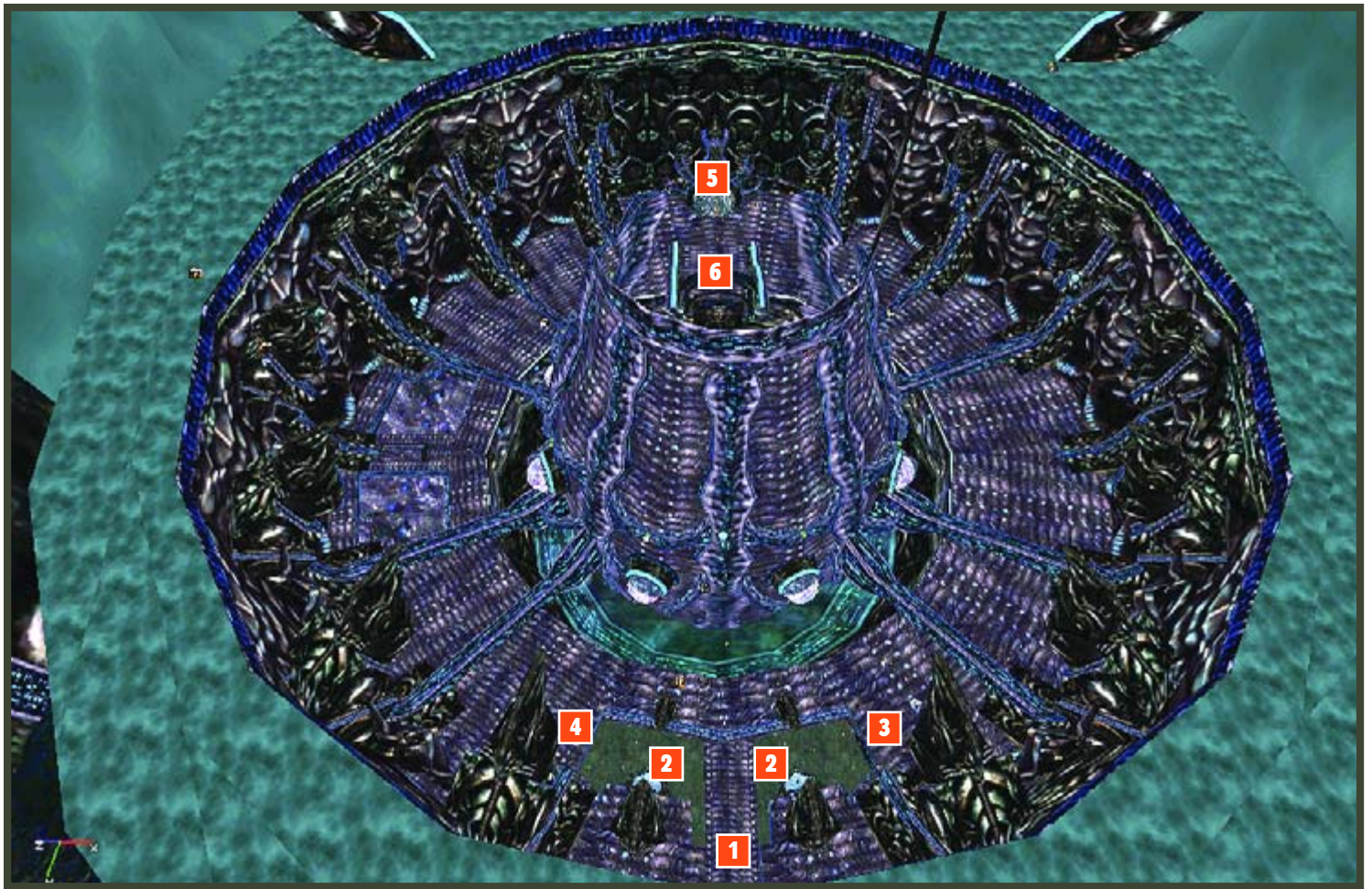
Jump into the airshaft when you are ready to proceed to the next part of the mission.

CAUTION

When you step into the airshaft, stay near the middle of the room. Otherwise you hit the ceiling above and come crashing down to the floor.



PART IV: SUBORDINATION



LEGEND

1. Start.
2. Drakk Hatches.
3. Entrance to Ammo Corridor (Lower Level).
4. Entrance to Laser Corridor (Lower Level).
5. Torture Cage.
6. Ramp to Central Pillar Exit (Finish).

The first chamber contains a Drakk hatch off to your left. When the Drakk pops out, blast it. Proceed through the doorway directly ahead. The door closes behind you as soon as you step through, so there's no turning back.



A Drakk comes out to meet you as you start. Drop him and quickly dispose of the baggage he leaves behind.

Head down the ramp and turn right. Eliminate the Drakk when it rises from the hatch there and enter the short corridor beyond. Pick up the ammo and double back to the base of the ramp. Move past the ramp, blast the other Drakk when it pops up, and move to the opening of the corridor beyond.



Kill the Drakk that rise from the hatches on the left and right of the ramp.

This corridor is blocked by a cascading series of laser traps. Note the timing of the lasers, and run through the corridor when the path is clear. There's no safe place to pause along the way, and ducking and jumping don't help. Time your run so you pass through each corridor segment when the path ahead is clear.



Run this laser gauntlet to proceed.

On the other end of the laser corridor, ascend the ramp, turn around, and proceed onto the central platform. Turn left and follow the platform until you come to a glass cage housing a mutated human.

Use the ramp to reach the central platform and head left until you come to a glass cage.



NOTE



If you're feeling sadistic, use these controls to torture the mutant in the cage.

But, beware! Once the mutant breaks free, he comes straight for you. Put him out of his misery.



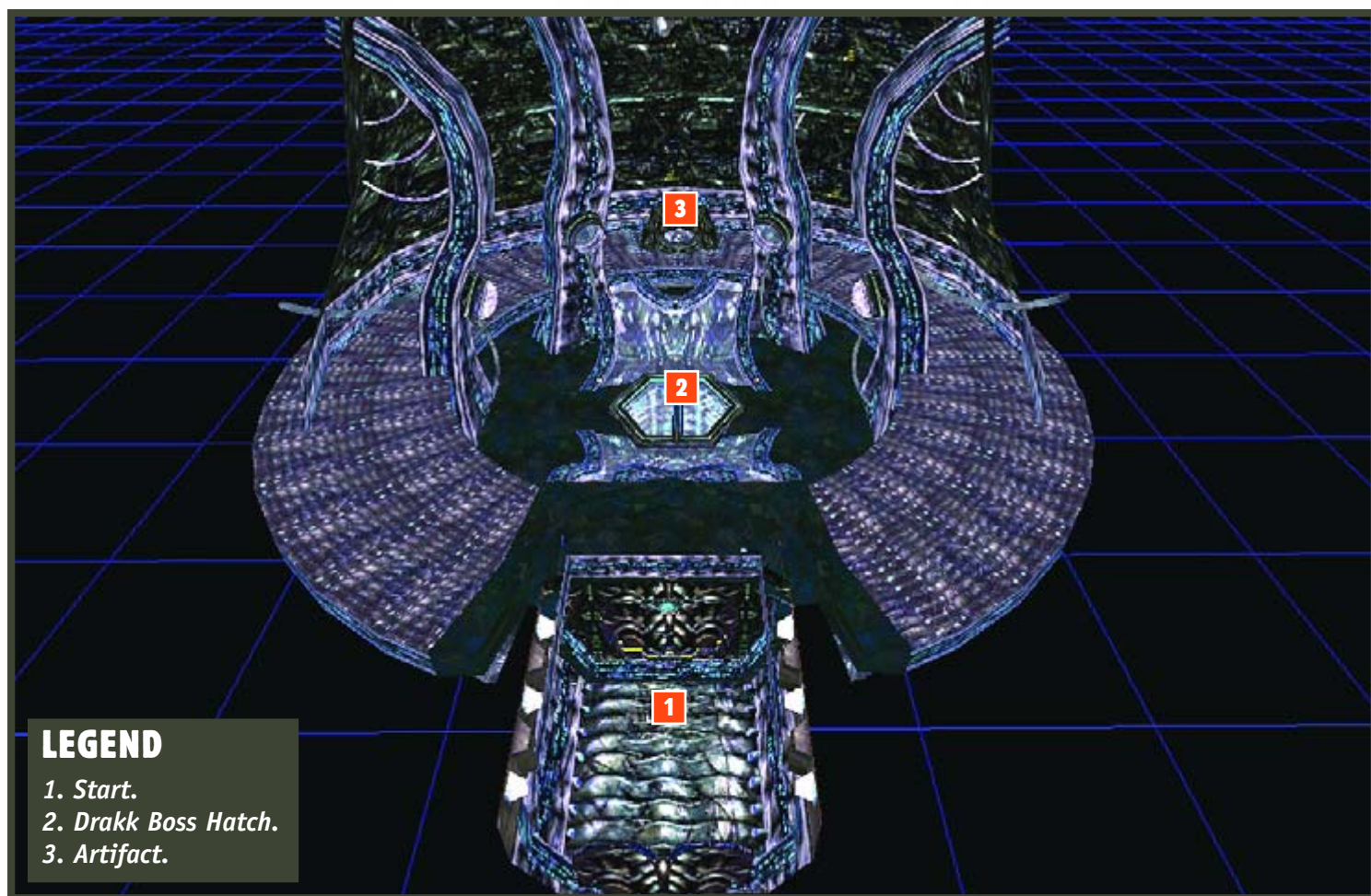
Two controls outside the glass cage allow you to torture the mutant inside. Press the green "sinister orb" to release the subject from its restraints, and press the orange one to zap the subject with electricity while it runs around. After it's zapped a couple of times, the mutant breaks out of the cage and attacks you. Torturing this poor wretch is optional and not required to continue to the next section of the level.

Stock up on the health, energy, and ammo lying around the glass cage, and then proceed up the ramp directly opposite the cage to the door in the central pillar. Step through the door to proceed to the next part of the mission.

Fill up on the supplies lying around the glass cage before heading up the large ramp leading to the center of the room.



PART IV: SOLITUDE



LEGEND

1. Start.
2. Drakk Boss Hatch.
3. Artifact.

Step through the door into the chamber beyond. The cutscene that plays next shows you everything that's about to happen. Note the position of the glass orb with the green glow inside, but focus most of your attention on the Drakk Boss rising from the floor hatch. When the cutscene ends, the Drakk blasts you.

The Drakk Boss rises from its hatch in the cutscene and blasts when you're in control.



Start moving and don't stop! Descend the ramp to the floor below and fight from there. Take cover behind the columns that support the upper catwalk. There's ammo, health, and energy behind these columns.

The best defense against the Drakk Boss is to keep moving and to use the columns as cover. This is also where you can find ammo, health, and energy.



EMP Grenades make great weapons against the Drakk Boss. You need a direct hit to inflict damage, so you must be close (or you have to arc the grenade perfectly). Wait until the Drakk lines up a shot, move in close, and blast it at point-blank range.

Unreal II

THE AWAKENING



If you can score a direct hit, EMP Grenades are very effective against the Drakk Boss.

When the Drakk Boss splits, you're halfway through the battle. You must pursue one section of the creature at a time. To destroy the Drakk Boss, destroy its lower half first. If given enough time, the bottom half of the Drakk Boss generates a new top half. You must prevent this from happening to end the battle in a timely manner—and escape with your life! If you attack the top half first, you'll find yourself facing a fully-regenerated Drakk Boss when you turn around.

Once the Drakk Boss splits, concentrate your fire on the lower half while avoiding fire from the top half.



CAUTION

After the Drakk Boss splits into two parts, watch your back. Make sure one half doesn't ambush you while you blast the other.

When you deliver the death shot to the Drakk's second half, it spins in place and builds up to an overload. Move away from it quickly! When it explodes, the glass orb on the upper catwalk shatters. Step into the green glow to retrieve the last artifact and end the mission.

When the second half begins to spin, run!



The final artifact can be collected once the Drakk explodes. Grab the artifact from the green glow.

CO-OP NOTES

Drakk are easily defeated if two people work together. Both players can concentrate their fire on Medium Drakks. When the Drakk falls, one player can destroy the lower half that falls; while the other player defends an oncoming Drakk. Use this method throughout the dark corridors of the Drakk hive.

Continue this tag-team routine through all the Drakk you encounter in the hive and through their questionable experiments. When you encounter the Drakk Boss, take turns luring fire while the other unloads an EMP Grenade at close range. The Drakk Boss' fire is quick, so stay near the columns to use them as cover.

When the Drakk Boss splits, both players should dodge fire from the top half while working together to destroy the lower half. Together, not even the Drakk can stand in the way of obtaining all of the artifacts.



Avalon 11

BRIEFING

The *Atlantis* has reached Avalon, and it looks as if your mission is nearing completion. Leaving the artifacts aboard the *Atlantis*, you head down to Avalon to discuss the situation with Drexler and the marines. Unfortunately, things are not exactly as they seem....

MISSION OBJECTIVES:

Discover what shot you down.

Get up to the control tower.

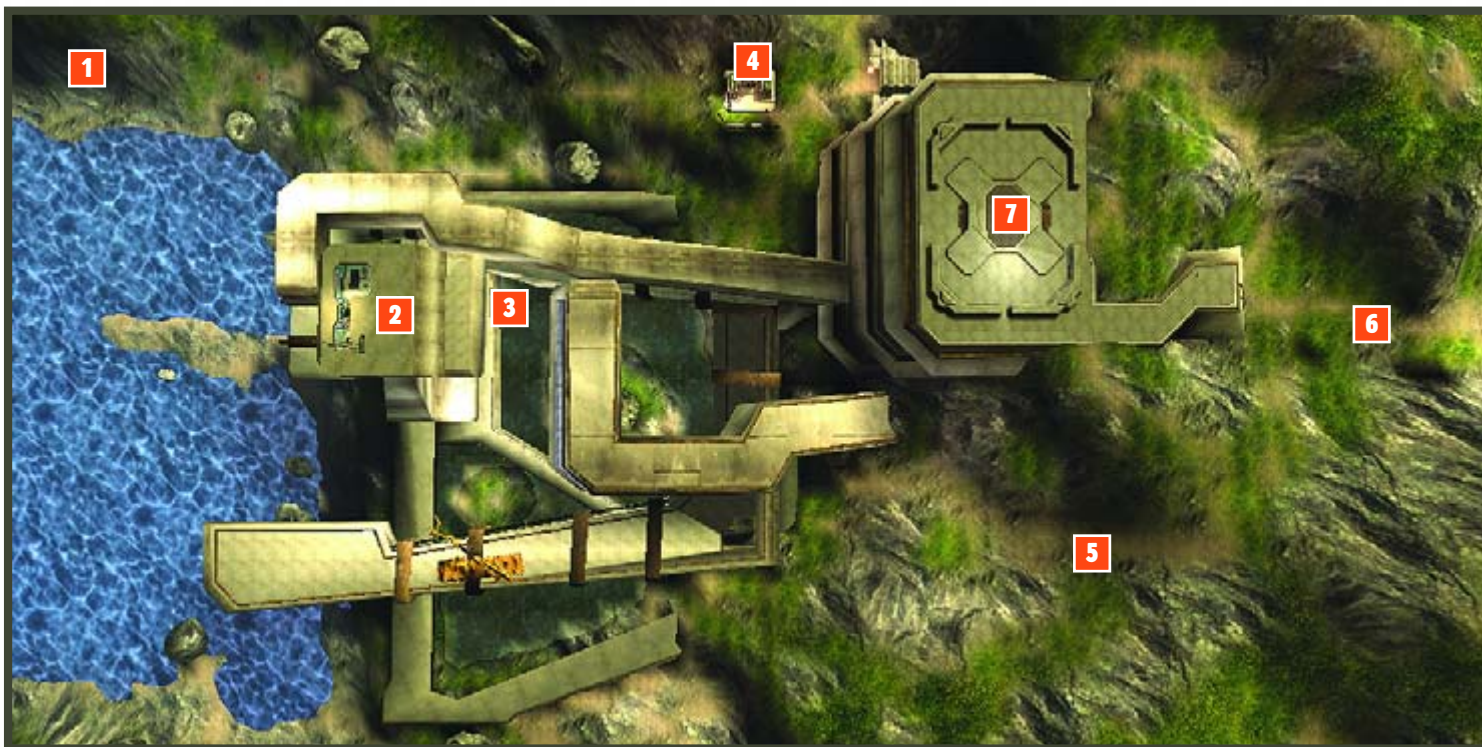
Disable the planetary cannon.

Meet up with McMillan at the landing pad.

Protect the Marine technician while he fixes the backup generator.

Defend the area until the Atlantis can arrive.

PART I: AVALON



LEGEND

1. Start.
2. Control Room (Inside).
3. Sniper Platform (Below Control Room).
4. Power Genorator.
5. Path to Landing Pad.
6. Site of Final Skaarj Battle.
7. Landing Pad (Finish).

As you descend to Avalon, the planetary cannon opens fire on your drop ship. The ship is damaged and you crash-land near TCA Headquarters. Aida informs you that the marines are nowhere to be found and that the Skaarj have taken over the building and are in control of the planetary cannon. Apparently, you've walked into a trap!

The drop ship is wrecked and the planetary cannon prevents a rescue. You have to disable the cannon so that the *Atlantis* can land and retrieve you.

NOTE

There are no sub-parts to this mission. This means if you fail, you will have to restart the mission from the beginning. Keep this in mind when fighting the hordes of Skaarj ahead.

Start toward the building, following the path along the face of the hill to your left. When you can go no farther, step off of the rock and drop down onto the ground below. When you hear a Skaarj approaching from the direction of the base, take cover behind the large boulder and blast it from long range.

Unreal II

THE AWAKENING



Use the boulder for cover while dealing with the first Skaarj.

CAUTION

All ammo is in very limited supply in this mission, so conservation is important. Sniper Rifle ammo is particularly critical. Don't use your Sniper Rifle before you shut down the planetary cannon. You need all the Sniper Rifle ammo you can get later in the mission.

The Skaarj have great firepower. Strafe from side to side to avoid oncoming attacks.



Head up the hill toward the building. Watch your left flank as you crest the hill—a Skaarj ambush awaits. There's no cover here, so keep moving and try to maintain some distance between you and the Skaarj during the fight. Additional Skaarj arrive on the scene when you reach the concrete walkway under the building. Wipe them out to continue.



A Skaarj ambush awaits you as you near the base. Turn and quickly return fire.

Two more Skaarj attempt to tear you to pieces once you've reached the concrete walkway under the building.



Head toward the central pillar of the nearest part of the structure. Climb the stairs and ride the elevator to the top. When you exit the car, clear the catwalk of Skaarj (they're usually to your right). Turn left and grab the Sniper Rifle ammo on the platform there (taking care not to fall over the edge), and then climb the stairs at the opposite end of the catwalk.



Use the stairs in the middle of the nearby central structure. Once inside, ride the elevator up.

Skaarj stroll the catwalk. Falling off the edge will be as tough as defeating the large creatures.



When you reach the platform above, expect another Skaarj encounter. Go up the steps to the control room when the coast is clear. Take a quick look through the control room window to assess the situation. Inside, multiple Skaarj (including a Medium one) man the controls.



The control room is manned by multiple Skaarj.

Retreat down the stairs to the first landing. After the planetary cannon fires, one of the Skaarj comes out to patrol the stairway. Eliminate it and stand your ground, a heavy weapon at the ready (the Rocket Launcher is a good choice). Moments later, the first Skaarj's heavier companion exits the control room. Blast it, climb the stairs, and enter the room, which is clear of resistance. Stock up on ammo, health, and energy, then deactivate the planetary cannon from the central control station.

TIP



Enter the room blasting! Let the Skaarj know you mean business and instigate a fight with them rather than waiting for them to leave the control room.



The larger Skaarj will not go down easy. Try to keep distance from him while frantically firing in his direction.

Collect the ammo from around the room then access the planetary cannon controls under the large monitor.



Once the cannon is out of commission, Aida informs you that a marine squad is holed up in the building near the landing pad. You now must reach that location so that the *Atlantis* can pick you up.

Retrace your steps to the elevator and press the control button. The Skaarj have cut the power, so the elevator doesn't work. The marines send out a volunteer to fix the generator, but you have to cover him. Arm yourself with the Sniper Rifle and head over to the sniper platform that overlooks the generator (to your left as you exit the elevator). Engage the scope and keep your eyes open for Skaarj as the marine fixes the generator.



Take post on this platform when sniping.

Keep a close eye on the marine and snipe every Skaarj that comes along.



The first Skaarj come in from the hills while the marine is still outside the generator fence. After he blows the fence and goes inside, more Skaarj arrive, from both the hills and the area under the base structure. After these are eliminated, Skaarj start arriving from every direction. Most are the Light variety, but there are a few Medium Skaarj thrown in to make things interesting.



The first wave of Skaarj comes from the hills above. Shortly after, Skaarj come from both above and below the generator.

Unreal II

THE AWAKENING

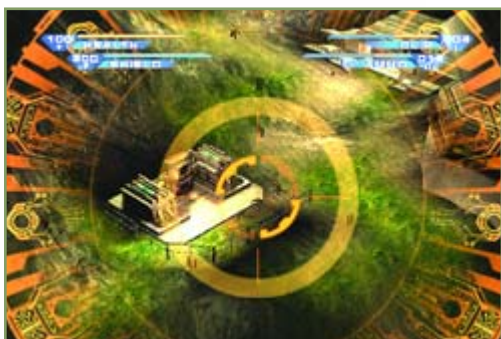
Take out the Skaarj as quickly as you can, keeping them as far away from the marine as possible. Shoot as many as you can when you first spot them, and then focus on the opening in the fence. The Skaarj tend to bunch up in the opening because it's the only way in.

TIP



Several explosive cylinders are scattered around both inside the generator fence and outside to either side of the entrance. Shoot them when multiple Skaarj are nearby to take out several enemies with a single shot.

If the marine dies, the mission ends in failure. Make every shot count—there's no way to accurately hit the Skaarj from this range with any weapon other than the Sniper Rifle. Ammo is very limited.



Continue to snipe the Skaarj as they approach the generator fence. Try to reload between the waves.

When the marine completes his task, ride the elevator to the ground floor. Follow the marine and stick close to him so that you can help each other deal with the many Skaarj you encounter along the way. Most of the resistance comes from the far end of the walkway. Try to take out the Skaarj at long range—they're a lot harder to deal with up close.

Follow the marine through the many Skaarj along the walkway. As always, fire early to avoid close combat with the massive enemy.



You meet several waves of Skaarj on your way to the landing pad, and they come in all varieties. The first couple of waves come from ahead and to the left, the third comes from the hills on the right, and the fourth—which includes a Heavy Skaarj—comes from the left, near the top of the hill.

Keep your eyes peeled as you follow the marine up the hill. Many Skaarj are nearby.



TIP



Looking back along the path you must follow from the elevator to the landing pad.

You're likely to lose your marine escort in one of the many Skaarj ambushes on the way to the landing pad.

You can still get there without his help. To get to the landing pad from the elevator, turn right, then left along the concrete walkway. Follow the walkway to the end and up the dirt path into the hills beyond. Follow the path into the hills, then turn left at the top to get to the landing pad.

When you reach the landing pad, the marines introduce themselves and Aida announces that she's on the way. Unfortunately, so are more Skaarj. Follow the marines into the valley for supplies and to prepare for the arriving Skaarj. The marines set up a perimeter, but the Skaarj break through in no time. Use whatever means you have left to fight off the attack.

Follow the marines into the valley and gather the nearby supplies while they set up a perimeter.



The marine perimeter doesn't hold back the Skaarj for long.



Ammunition may become scarce as more Skaarj arrive. Continue to fight them off with whatever means necessary, and whatever you have available.

A second wave of Skaarj arrives immediately after the first is eradicated. The enemies arrive from the top of the hill in the distance and proceed through the valley on the left. Once again, use whatever means possible to fend off the attack.

Hit the Skaarj as soon as they come into view from the hilltop.



Use the rocks as cover from the attacking Skaarj's massive fire.



Aida beams you a mysterious transmission. When you kill the last Skaarj, the *Atlantis* comes into view but is shot down short of the landing pad. The marine leader, McMillan, calls for evacuation by Hawkins's flagship, the *Dorian Gray*, and the mission ends.

CO-OP NOTES

Having two players is a relief in this Skaarj filled mission. These large mighty beasts have great firepower and require some fancy shooting to destroy. This chore becomes less of a hassle when another player is by your side.

Work together through the Skaarj along the ground level and into the control room. With two guns blasting in their direction, the Skaarj should stand little chance of surviving long enough to inflict much damage. The sniper portion of the mission is also easier with two, though limited ammo is still very much a problem. Conserve and share.

Once you are ready to take the final stand against the attacking Skaarj with the marines, step outside the perimeter and take out the Skaarj before they can reach the forcefield. Between two people this task is much easier. This way a player can retreat back behind the forcefield should things get too hairy.

Dorian Gray

BRIEFING

Aboard the *Dorian Gray*, Hawkins informs you that there were no survivors when the *Atlantis* was destroyed. The wreckage was searched and the artifacts were brought aboard the *Dorian Gray*. The glyphs show that an ancient race, the Tosc, hid their DNA in another race—the Kai! It is believed that assembling the artifacts will revert the Kai to their Tosc form.

Hawkins intends to assemble the artifacts in the hopes that the Tosc will use their weapons to serve him in the war against the Skaarj. You and your marine companions stand watch in case something happens.

MISSION OBJECTIVES:

Find a way to play back Aida's burst transmission.

Kill the Tosc.

Find the Sector Commander.

Get to the escape pods.

Use the failing gravity to get to the upper levels.

Find an unused escape pod before the ship is destroyed.

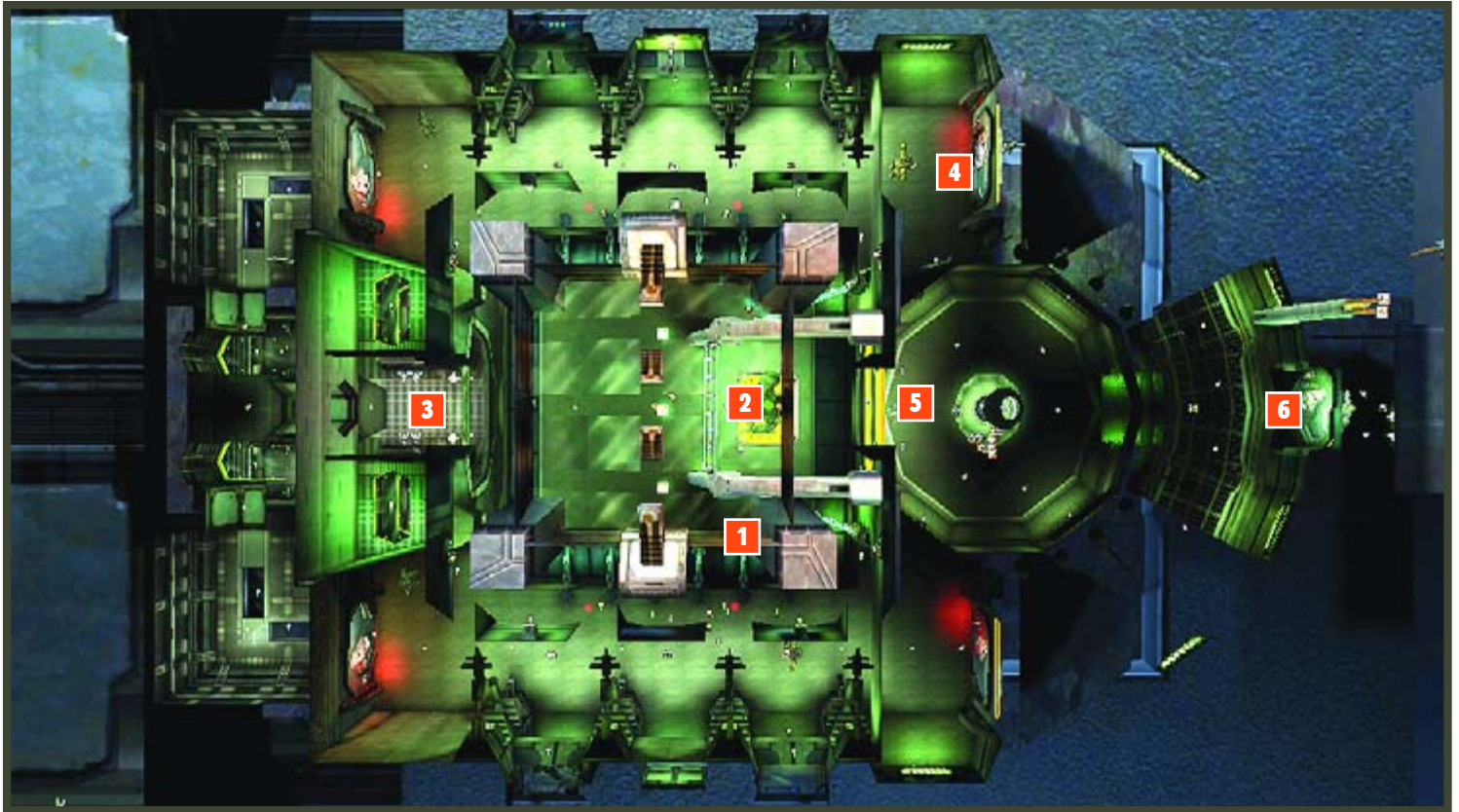
PART I: THE VAULT

While Hawkins makes his speech, run around the room and gather all of the weapons and ammo you can find in the alcoves around the room.

Collect all the weaponry lying around in the alcoves of the room.



When Hawkins assembles the artifacts, the Kai in the containment field grows to massive proportions and attacks everything in sight. Keep moving and blast it with all you've got. Try to keep a column or girder between you and the creature. The Singularity Cannon (the Tosc's primary weapon) inflicts damage by pulling you toward the singularity it creates. If you're wedged behind a column, the weapon can't draw you in.



LEGEND

1. Start.
2. Containment Field Area.
3. Health & Energy Stations.
4. Exit Bulkhead.
5. Control Room.
6. Holo-Message Room (Finish).



The Kai mutates into a TSC when Hawkins assembles the artifacts.

NOTE

Refer to Chapter 4 for more information on TSC and their attack patterns.

The TSC's primary weapon will draw you into the singularity it creates.



Use the columns as cover from the TSC.

The marines help draw fire away from you at first, but they don't last long. Keep blasting away at the creature, especially when it's occupied with the marines. The Rocket Launcher seems to make short work of the TSC while his attention is elsewhere.





Throw everything you have at the TOSC while its attention is on your comrades.

After you inflict damage, the TOSC drops its Singularity Cannon. Pick up the weapon—it works better against the creature than anything you carry.



Pick up the Singularity Cannon when the large TOSC drops it. Use his own weapon against him for quick disposal of the enraged beast.

When the creature is destroyed, stock up on health, energy, and ammo in the room opposite the containment field area. (The bulkheads that lead there open up when the TOSC is killed.) Exit the room through the bulkhead to the left of

the containment field area. Follow the corridor to the first door on the left and enter the room beyond. Once inside, a cutscene shows the message Aida downloaded to you before the *Atlantis* was destroyed. It reveals that Hawkins has been manipulating you all along!

In the room opposite the containment field area is a health and energy station. Use the newly opened bulkheads to access the room.



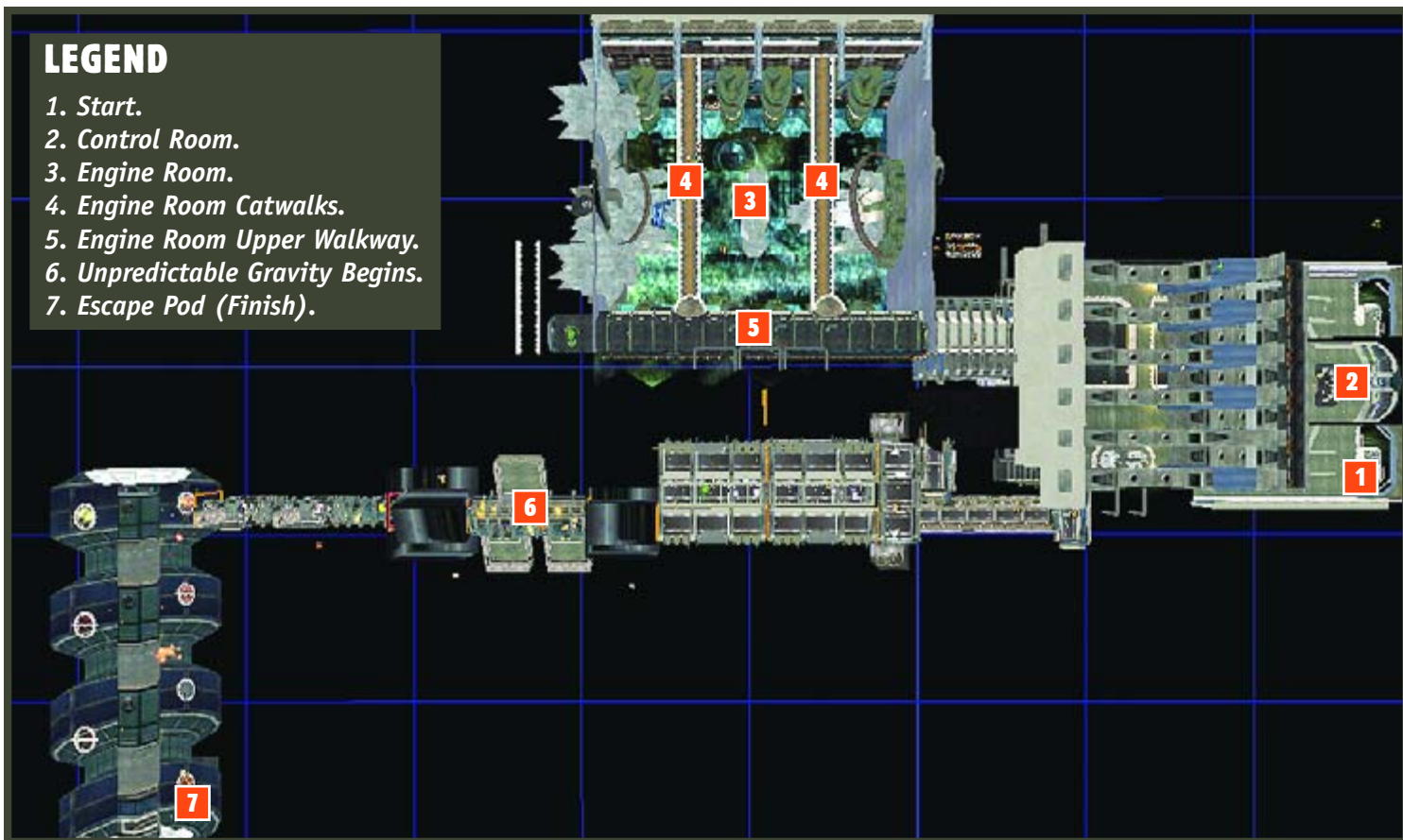
The bulkhead left of the containment field area will lead you to a room where you hear Aida's last message.

As the message ends, you hear Hawkins's voice beyond the far bulkhead, and the next part of the mission begins.

PART II: THE DORIAN GRAY

LEGEND

1. Start.
2. Control Room.
3. Engine Room.
4. Engine Room Catwalks.
5. Engine Room Upper Walkway.
6. Unpredictable Gravity Begins.
7. Escape Pod (Finish).



Unreal II

THE AWAKENING

You enter the control room to Hawkins's position. He tells you his plan and asks you to join him. You kill him and set course for the star to destroy the *Dorian Gray* and all of the Tosc aboard. Now you must exit the ship before it's destroyed!



Vengeance is a necessary evil. With Hawkins dead and the ship heading for collision, run! Get to the escape pod before it is too late.

Exit the bridge through the bulkhead behind you. In the room beyond, another Tosc is on the rampage. Deal with it and exit the room through the door on the other side.

Use the Singularity Cannon on the Tosc that stand in the way of you and that escape pod.



Proceed through the corridor and into the engine room. The marines here are dealing with another Tosc onslaught. Stock up on health and energy if you need it at the end of the walkway, and turn right onto the catwalk that spans the room. Don't fall into the deadly liquid. Watch the marines on the left catwalk to determine the location of the Tosc. Cross the catwalk and fight from the ledge on the other side. Use the columns between you and the enemy to protect you from the Singularity Cannon blasts.



Fight the Tosc in the engine room from the ledge, using the columns as cover.

CAUTION

Avoid the walkway's open edge. Otherwise, Singularity Cannon blasts can pull you out over the abyss and cause you to fall into the deadly liquid below.

During the battle, the second catwalk collapses and the gravity engine fails. With the gravity reduced, you can make it to the upper walkway.



The rear catwalk collapses during the battle and causes the gravity partially to fail.

After the threat is eliminated, move down the ledge to the end of the broken catwalk and step onto it. Get a running start and jump across to the slanted section on the other side. Starting at the bottom of the slanted section, get a running start, and jump toward the small ledge just right of the balcony above. Once on the ledge, face the balcony, back up as far as you can, and take a running leap onto the balcony.



Get a running start from the bottom of the broken catwalk and jump to the ledge to the right of the balcony. Watch your landing if you do not make the jump on the first attempt.

Follow the upper walkway to the bulkhead door at the front end of the room and go through. Continue forward through the next door and into the cargo bay beyond. When you enter, the door on the other side of the room seals. Gather some health, energy, and equipment in the storeroom (behind the only bulkhead on this level that opens) and prepare to make another jump.



Gather supplies from the storeroom at the other end of the walkway, if needed.

Above you are two balconies, each with a door leading off it. One of the door control panels is red (meaning it's sealed). The other is green. Position yourself on the catwalk so you face the balcony holding the unsealed door. Take a running leap onto the platform and go through the door.

Dorian Gray



Line yourself up with the balcony leading to the unlocked bulkhead and jump to it.

Turn right through the first bulkhead door, and move forward until you reach a large bay where a pair of marines is babbling about getting to the escape pods. Proceed through either bulkhead door. There's a Tusc in the room beyond, so prepare for battle. When the Tusc is dead, jump to the left catwalk above and continue forward (in the direction you were originally headed).

Another Tusc stands between you and getting to the escape pod. Deal with him as you have the others.



Jump to the catwalk and continue on your way when you have taken down the Tusc.

When you reach the bulkhead door at the end of the catwalk, the ship starts listing. Your perspective is tilted and gravity shifts.

The ship's situation worsens as you head toward the escape pods.



Proceed through the door at the end of the corridor, and through the next two bulkhead doors beyond that. When you reach a round room with a long central shaft, your trek through the ship is almost complete. Deal with one final Tusc here.

Once the ship tilts on its side, opening doors becomes a little harder. Align yourself to be able to push the door controls in mid-jump.



TIP

The final dash to the escape pod is disorienting and difficult. You have 30 seconds to reach the pod and launch after you destroy the final Tusc.

After the Tusc dies, follow the central shaft to the top, where a remaining escape pod waits. You have 30 seconds to reach the pod before the ship is destroyed. When you reach the pod, step up to it and press the "use" control to end the mission.

The corridor can be difficult to jump through, but you will need to do it in a hurry to make it to the escape pod in time.



Unreal II

THE AWAKENING



This escape hatch is your final destination.

As the escape pod departs, you hear Aida, Isaak, and Ne'Ban's last words to you, praising your actions and wishing you well. You fly off into the great unknown to contemplate your bittersweet victory.

CO-OP NOTES

The final mission is tough, even with two players attempting it. However, if you have made it this far as a team then not even an ancient mutant creature cannot stand in the way of your mission.

The Tosc are large creatures that will require both players to unload a lot of ammunition into them. This becomes easier, however, after your first encounter when the Singularity Cannon is dropped. There is only one of these weapons present so the player who picks it up will be the designated "Tosc Hunter." No other weapon deals as much damage to the Tosc, so whenever you encounter a Tosc, have the "Tosc Hunter" come to the rescue while the other player avoids the oncoming fire.

Because only one player has the massive weapon, stick together throughout the mission. This ensures no one accidentally walks into a Tosc alone and vulnerable. Along the same lines, wait for each other to make the no-gravity jumps before going on. Leaving a man behind will fail the mission.

Good job team! When you have both reached the escape hatch, the game will end and you have successfully completed your mission together, and as a team.

XMP (Multiplayer)

XMP is a class based multiplayer team game where players enter the world of *Unreal II* online via X-Box Live, or against friends by linking multiple systems together.

In this mode, players are immersed into team play where two opposing teams fight to gain control of four powerful artifacts. At your team's disposal is an arsenal of weaponry, several vehicles, and defenses such as stationary turrets. While using your resources to fight for control of the artifacts, teams must also harness energy from energy sources to maintain and improve available technology (weaponry, vehicles, turrets). This becomes a recipe for destruction and hours of fun as players try to cripple the opposing team by controlling power supplies while staging viscous attacks to control the artifacts. The team that controls all of the artifacts wins.

NOTE

You will find all the basic information needed for XMP in this guide, but we recommend that you go through the "XMP Tutorial" available through the game's main menu.

In the tutorial the games rules are explained, as well as descriptions of classes, weapons, energy supplies, and all the other ins and outs of XMP. Check it out!

XMP BASICS

XMP stages a war between two teams in attempts to gain control of four powerful artifacts. As you begin, each team is in control of two artifacts located at their respective bases. These artifacts are stored in Artifact Nodes and, when stolen or returned, must be brought to these nodes to register the artifact for your team. The team that controls all four artifacts at their Artifact Node will win the match.

Artifacts are not the only factors a team must face when playing XMP, however. In addition to fighting for the powerful relics, teams must harness energy to power their war efforts. Skills, Jump Jets, vehicles, and even the Artifact Nodes require power to use and maintain function. Like artifacts, this means a team must fight for control of these power supplies to keep their team alive and thriving. A team without power will quickly become crippled.

Players are offered three classes to choose from in attempt to aid your teams war efforts. These classes include the fast and deadly Ranger, the versatile and resourceful Tech, and the powerful and hefty Gunner. While all classes can perform the same skills, their proficiency at them varies by class. This encourages players to work together to achieve their common goal. Check the classes section for more information on individual classes.

XMP (Multiplayer)

Finally, vehicles and turrets aid in each team's war efforts. These all require precious energy to use and maintain, but will be the deciding factor in a team's effectiveness. One team member can drive the vehicles while another mans the vehicles weaponry. Turrets can be set as part of a team's defense, but it is the manned stationary turrets that provide the best defense. Keep up your energy supplies so these assets are available at all times.

Now that you have an idea of how to play XMP, read on to learn more information on the individual elements of the game.

MOVEMENT

Movement differs slightly from the Single Player game. In XMP, players can Sprint for a brief period of time, and Jump Jets allow a player to extend their jump higher and farther.

Sprint (Ⓢ) is used to increase the speed of a running player for a brief period of time. To perform a sprint, press Ⓢ while running for a controlled burst of speed. A player's available adrenaline for sprinting is indicated by the vertical orange gauge on the HUD's lower left side. The blue gauge to the left of the sprint gauge indicates a player's overall speed. A player can no longer sprint when the adrenaline gauge has been depleted. Adrenaline will restore over time and does not require power to recharge.

Use the sprint to quickly get from one place to another. This is most helpful if you have just stolen an artifact and need to leave an enemy base as fast as possible. Sprinting can also be used to chase down a thief that may have just stolen your team's artifact. Sprinting is your best means of moving in a hurry. Try not to ever fully deplete your adrenaline; you never know when you may need a sudden burst of speed.

Use Sprint (Ⓢ) for a burst of speed while running.



Running for cover, stealing or recovering an artifact, and chasing down a fleeing enemy are some of the many uses of the sprint feature.

Jump Jets give players a brief burst of upward momentum allowing them to jump higher and farther. Jump Jets can be engaged at any time during a jump by pressing the Jump button (ⓐ) again. In addition to jumping greater distances, the Jump Jets can be used to soften a landing by activating the jets just before you touch down. This is most useful when falling from a great height. Jump Jets, however, can only be

engaged once per jump and they draw from your personal power each time they are used.

With Jump Jets, the sky is the limit. Combined with "mantling," a skilled player will be able to access seemingly unreachable places and a variety of locations that normal jumping conventions cannot reach. Keep in mind when jumping all over the map with the aid of Jump Jets that they draw from your suit's power each time they are engaged.

Press jump (ⓐ) again in mid-jump to engage the Jump Jets.



Jump Jets allow you to reach high places and jump greater distances. Jump Jets can also be used to soften a great fall.

DEATH AND DEPLOYMENT

Once you have been critically wounded in the battlefield, a player can be redeployed into the action through the use of Deployment Points. While waiting to deploy, a player can choose his Deployment Point by pressing the jump button to scroll through available points. Press the fire button to lock into the desired point and be redeployed. Deployment times are staggered between points, so some points may get you back into the action faster than another. Other teammates waiting to be deployed from the desired point will be shown on the right side of your HUD in white. Recently deployed team members will be shown in grey.

Like most XMP elements, Deployment Points can be hacked to your team's use. To hack a Deployment Point "use" it until it appears as your team's point. Controlling Deployment Points can be a strategic advantage over your opponent. The more you control, the more you can contain your enemy.

Deployment Points will return a fallen soldier to the battlefield.



Hack the Deployment Points for control over where your enemy redeploys.

Unreal II

THE AWAKENING

USING AND HACKING

Using an object is much the same as opening doors and talking to other characters in the Single Player game. As you walk up to a useable object, a reticle will appear around it. Press the Use button (X) to interact with the object. This is the way that you enter and exit vehicles as well.

Press X to use objects and to enter vehicles.



Hacking is the action taken to control objects for you team. This means that doors, generators, deployment points and other objects can be hacked to be solely used by your team. To hack an object, "use" the object until it is hacked to your team. Once hacked, the object cannot be used by another team until hacked by one of their players. Often hacked objects will need to be guarded to prevent losing your assets to the other team. Similarly, when hacking, you may want to bring a buddy to cover you while the hack takes place. This can be a timely process, leaving you vulnerable while holding the use button until completely hacked.

NOTE

All classes can hack, but the Tech is the most proficient at it, taking him nearly half the time to complete a successful hack.

Press the Use button (X) to hack an object for your teams use.



Hacking can take time; continue to hold the Use button until fully hacked.

ENERGY SUPPLIES

Energy plays an important role in XMP mode. Without it, your war efforts diminish and assets such as weaponry, vehicles, and Artifact Nodes begin going offline. On the other hand, the more power you collect, the more assets become available for your teams use. This becomes a strategic battle to control energy sources.

To take control of an energy source, "use" it to hack it to your team. Once hacked, the power will flow into your teams energy supply indicated by the blue gauge on the lower right side of your HUD. Generators that have been hacked will be displayed by colored lightning bolts in the same region of your HUD. Your personal energy is also indicated here by an orange gauge.

As mentioned before, the more energy your team possesses, the more technology becomes available for use. As you lose energy, technology goes offline and is no longer available. When new technology goes online, new inventory can be acquired from supply stations and supply packs. Keep your energy stores filled to ensure that the best weaponry is available to your team.

At the start of the match, each team begins with a stored amount of energy. Quickly acquiring more energy sources can establish an early advantage over your opponent. Many things draw from your teams energy including, vehicles, weapons, and even your personal energy supply. Work to take and maintain control of energy sources early and fight to protect them. Artifact Nodes draw energy too; a team without energy cannot register artifacts for their team.

In order for your team to survive, energy will have to be collected from generators.



To control a generator, hack it and the generator's energy will flow into your teams energy supply.

TURRETS

Some of the advanced weaponry available to an energy-efficient team is the use of turrets. These turrets can be used to defend key locations and are very powerful in doing so. Stationary turrets can be manned by locating the turrets VR Control Pod (the base of the turret) and pressing "use." If the team has enough energy available, a player will take control of the turret, enabling them to employ its weaponry. The VR Pod, however, is more vulnerable to damage than the turret itself.

Like vehicles, the turrets require energy to use.

Turrets can be manned by players by pressing the Use button.



Once inside, a player can fire away provided his or her team has sufficient energy.

VEHICLES

There are several vehicles at your disposal and each has their own capabilities. To enter a vehicle, press the Use button at one of the entry points around the vehicle. Each vehicle has multiple positions that can be manned by its crew, including driver and gunner. Other occupants are shown to the right of the screen.

Like everything else that your team commands, vehicles operate on your teams energy supply. Driving and firing a vehicle's weapons both draw from energy. A player will always be able to enter a vehicle, but unless there is sufficient energy, the vehicle will not move.

Vehicles not only get you quickly from one place to another, but make great defensive and offensive tools. Try parking a vehicle outside your base and using its fire to pummel anyone who attempts to get by. If you find your team is low on energy, take a vehicle to a generator and clear out any opposition and begin your hack. Vehicles are versatile and efforts should be exhausted to ensure vehicles are readily available to your team.

To enter a vehicle, press the Use button. There are different manned positions to each vehicle.



Driving a vehicle requires energy from your teams energy supply.

CLASSES

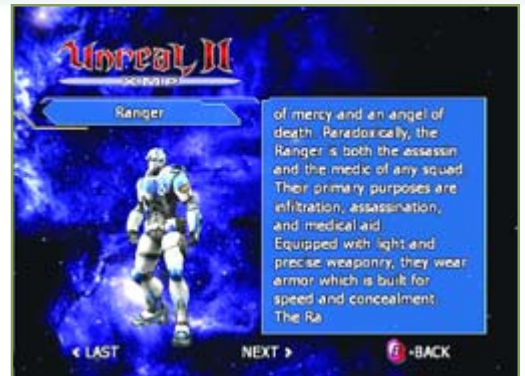
There are three different classes a character can choose from: Ranger, Tech, and Gunner. Each class has abilities exclusive to their class, though most operations can be performed by all three. In addition to abilities, each class has a different arsenal of weapons. Check out the individual class descriptions to see which class best suits your playing style or team needs.

RANGER

The Ranger is both the assassin and the medic. Equipped with light armor and precise weaponry they have armor that is built for speed and conceal-

ment. The Ranger is the fastest of all classes and can jump great heights due to its light armor. Unfortunately this makes the Ranger open to damage from heavy weaponry.

Being the medic, the Ranger is responsible for healing his teammates in the field. To do this, the Ranger must walk up to a teammate and press the Use button. Remember, all classes can revive a fallen member, but only the Ranger can fully heal them.



TIP

When playing as the Ranger, explore the maps thoroughly for places to snipe. With the use of the Jump Jets, the Ranger can access hard to reach places better than any other class. This often means that opposing members will be clueless to a well hidden, sniping Ranger.

SKILLS

Healing: Heal a teammate

WEAPONRY

Sniper Rifle: Precision targeting from long range with high-damage shells.

Pistol: Rapid-fire, high-caliber, high accuracy.

Smoke Grenade: Smokescreen to hinder an enemies' ability to attack or defend.

Frag Grenade: A fragmentation grenade causing splash damage.

Shock Lance: Causes high amounts of EM damage effective against armor, vehicles, and other electronic devices.



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THE AWAKENING



TECH

The Tech class is the engineer of the battlefield who can repair armor, hack into electronic equipment, and can deploy turrets and field generators on the field. They have medium grade armor for moderate protection from small arms fire which also allows them to access and alter a wide variety of electrical devices. Look for the Tech to repair armor as well by pressing "use" on the teammate in need.

Hacking is the Tech's main forte. He has the ability to set up field generators to protect him while he completes hacks. Also the Tech can hack faster than any other class.

TIP

The Tech is great for setting up defenses and hacking. Block off corridors with field generators and set up some automated turrets to hold off enemies, protecting vital areas.

SKILLS

Hacking: Better at hacking than other classes.
Repair: Techs can repair teammates by using them.

WEAPONRY

Assault Rifle: Medium damage, large clip, and high rate of fire.
Shotgun: Close quarters weapon with a wide spread.
EMP Grenade: Effective against vehicles, armor, equipment, and causes burns to flesh targets.
Toxic Grenade: Cause a cloud of deadly gas.
Turrets: Rocket and Auto-turrets for powerful defense.
Field Generators: Deployable field walls that can be used to strategically block key areas.

GUNNER

The Gunner is classified as the heavy combat unit, and carries the largest weapons, and wears the armor with the most protection. This, however, comes at a price; the Gunner is the slowest of all classes, but makes up what he lacks in sheer firepower and the ability to carry extra supplies for the entire squad. Look for the Gunner should you run out of ammunition.

To replenish the needs of a teammate, "use" them.

TIP

Protect those artifacts! Gunners make the best defensemen due to their heavy artillery and heavy armor. Because of their slow speed, stick indoors near the artifacts and protect them with your life. This keeps you out of the open where faster classes have the upper-hand and where the artillery is needed; protecting the case.

SKILLS

Resupply: Gunners can supply a teammate by "using" them.

WEAPONRY

Rocket Launcher: A high-powered weapon that has a target painting, seeking alternate fire.
Flamethrower: A deadly close-quarters weapon, it makes up for in power what it lacks in range. Alternate fire mode allows it to be used defensively.
Incendiary Grenades: Antipersonnel grenades that burst over a large area, doing high damage.
Concussion Grenades: Flashbang concussion grenades blind and disorient opponents, and can be used to effectively disrupt vehicles.
Mines: Deadly powerful if they are touched by an enemy or a vehicle.
Laser Tripmines: Carefully placed, can isolate and protect an area.

